



“Evergreen” 1025-178 Original Board



Date 11/25/13

- ☒ Board Team Final 11/25/13
- ☐ Network Approval Board
- ☐ Record Board
- ☐ Animatic Scan Board
- ☐ Conformed Board
- ☐ Design Board
- ☐ Final Board

Adventure Time Created by
Pendleton Ward

Supervising Director
Andres Salaff

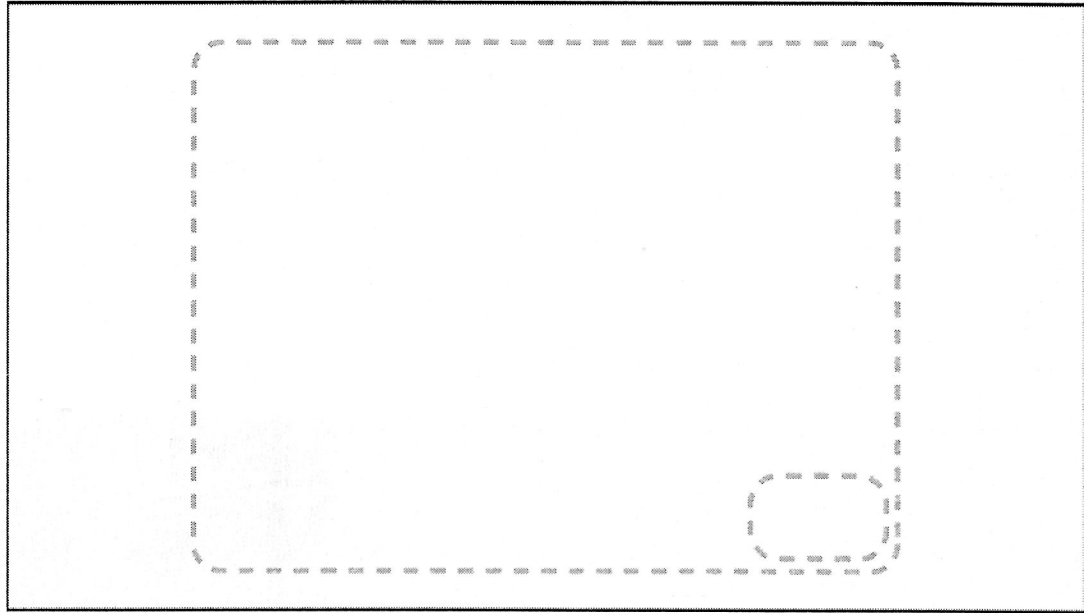
Storyboard by
Tom Herpich
& Steve Wolfhard

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ADVENTURE TIME



Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



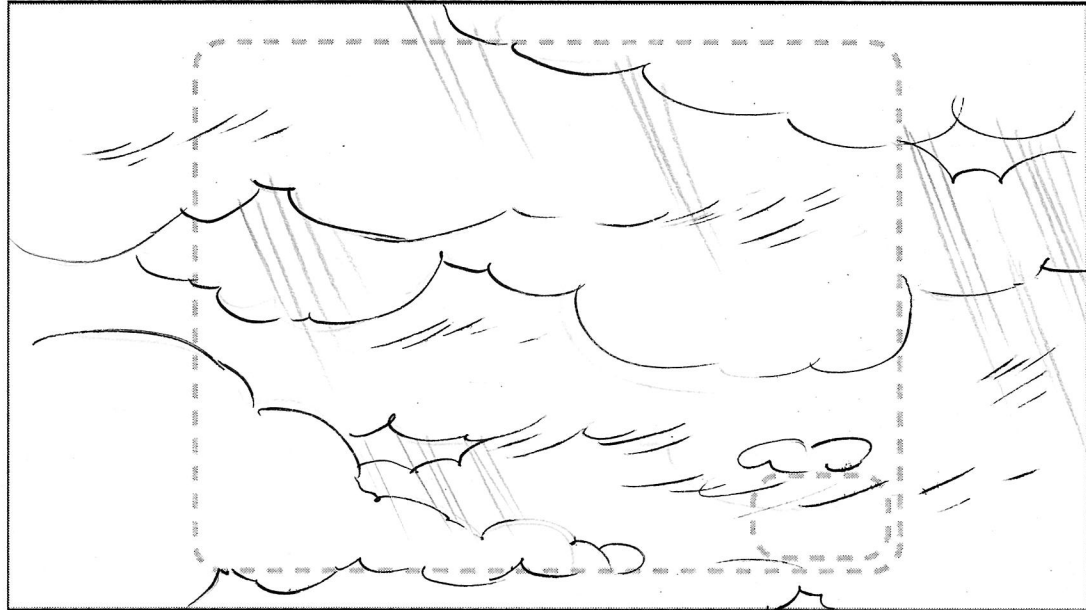
Dialog:
Action:
Timing:

Production :
EPISODE #
1025-178

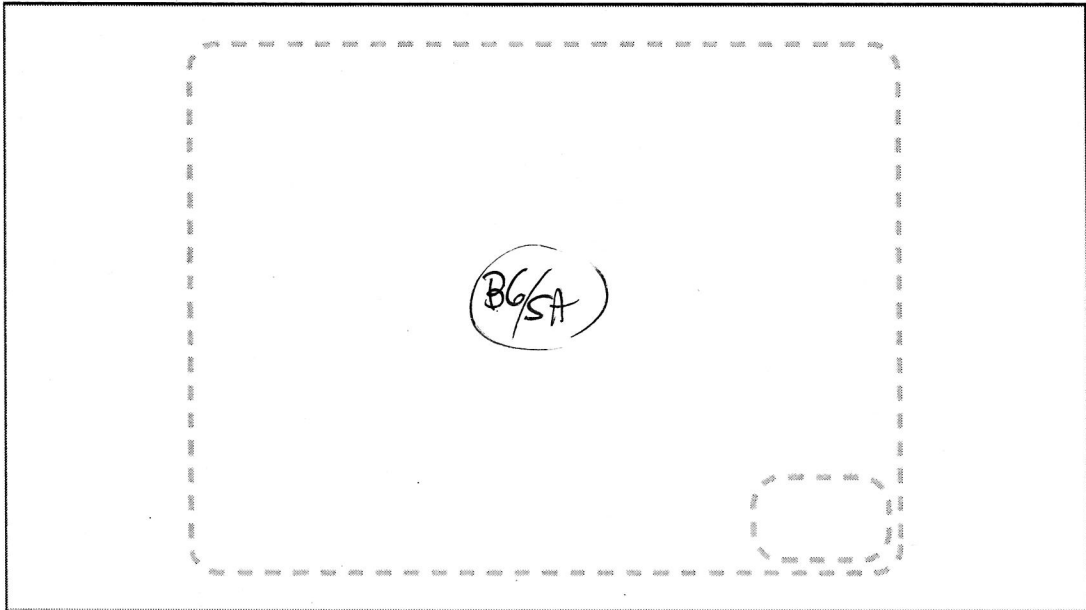
ADVENTURE TIME



Sc. 1 Pnl. A Bg. day night



Sc. 1 Pnl. B Bg. day night



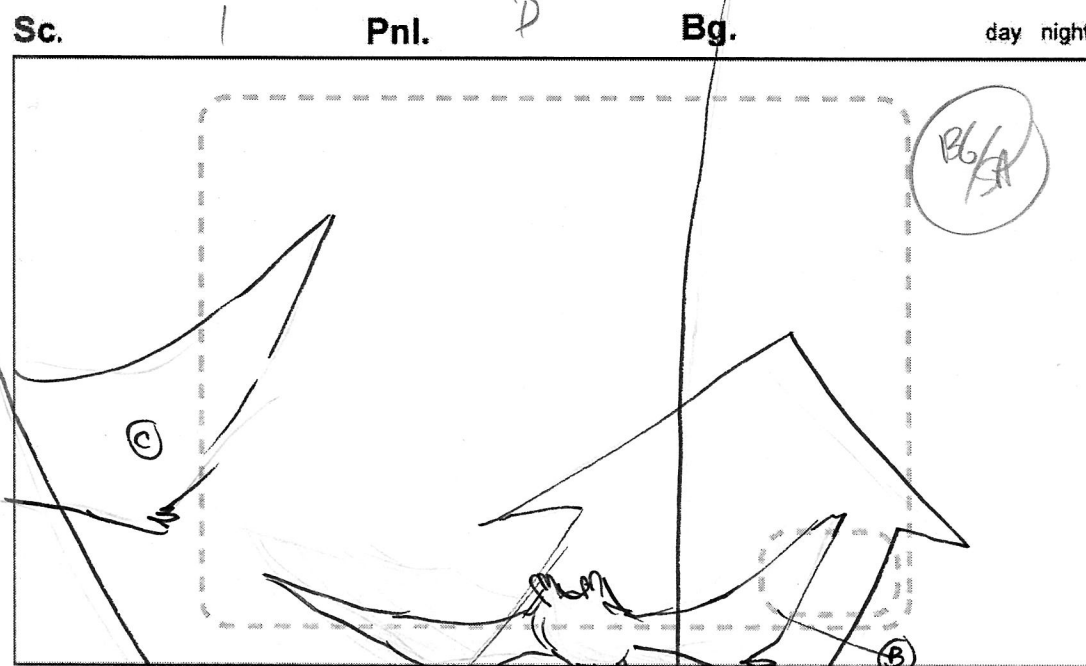
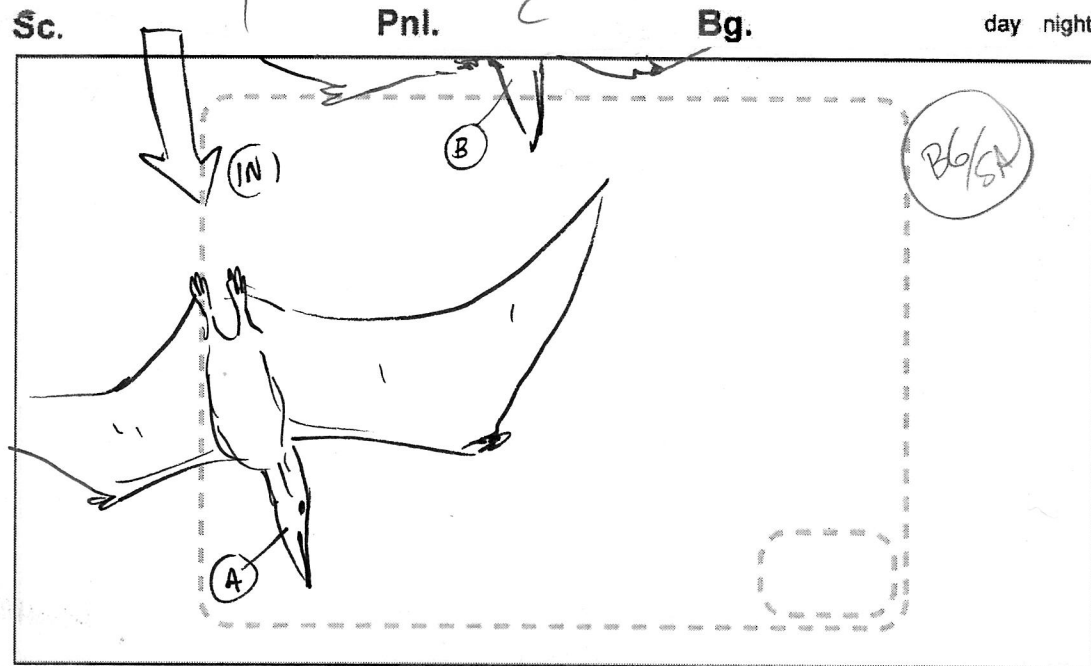
Dialog:	<p>PTERANADONS (OS) * screeching *</p>
Action:	
Timing:	

EPISODE # 1025-178
Production :

ADVENTURE TIME



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Dialog:

PTERANODONS: *screeching cont.*

Action:

pteranodons swoop in from off screen

Timing:

Production :

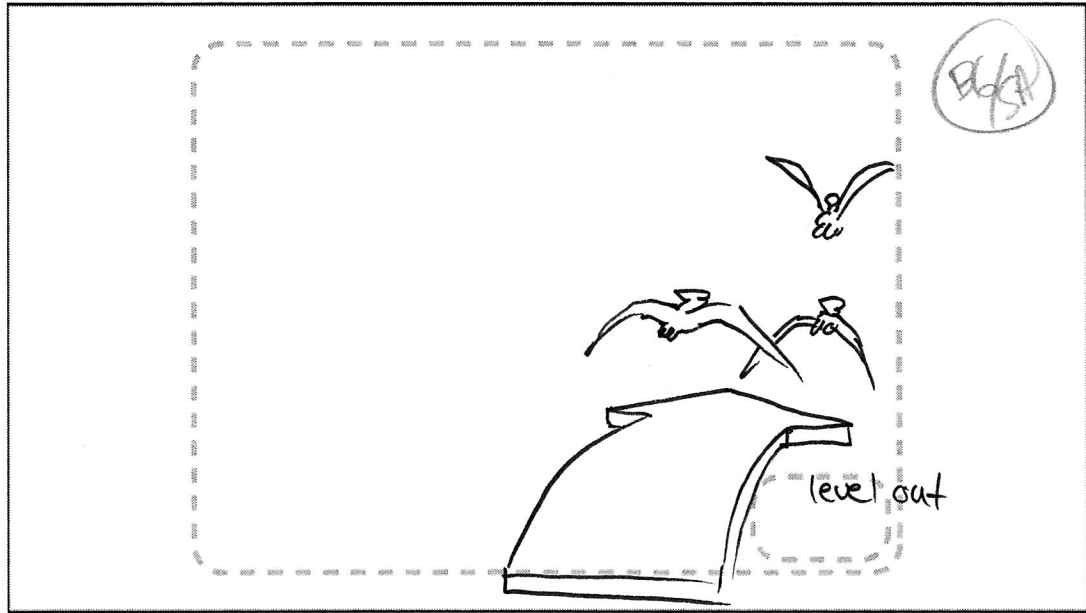
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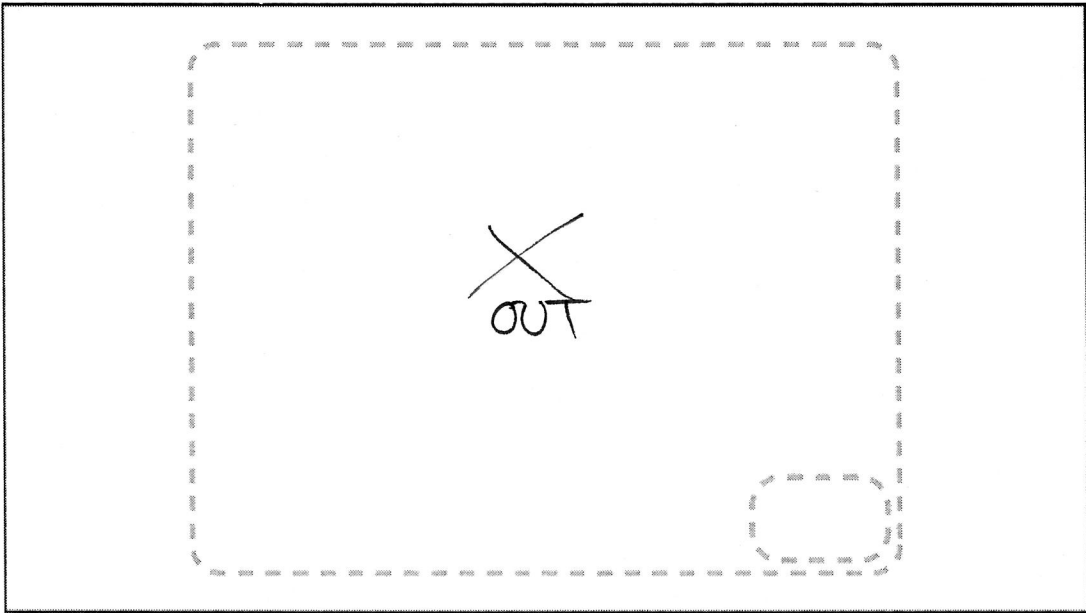
ADVENTURE TIME



Sc. 1 Pnl. E Bg. day night



Sc. Pnl. Bg. day night



Dialog:
Action: <u>ptarmadons level off and fly into the distance.</u>
Timing:

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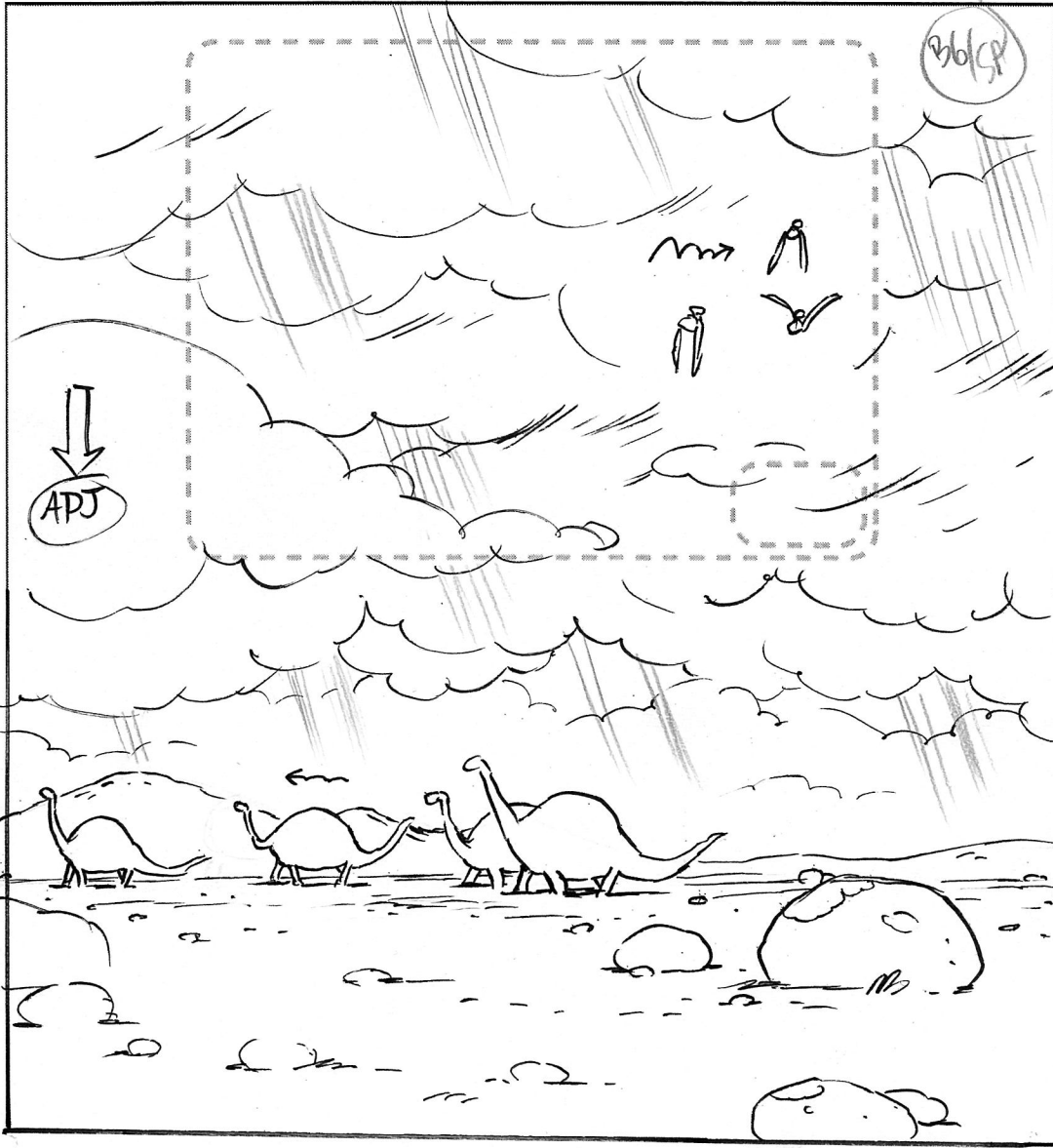
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ADVENTURE TIME



Sc. 1 Pnl. F Bg. day night



Dialog:	GUNTER (OS:) * laughing * STOP DEMON!
Action:	Brontosaurus walk across tundra.
Timing:	

Production :

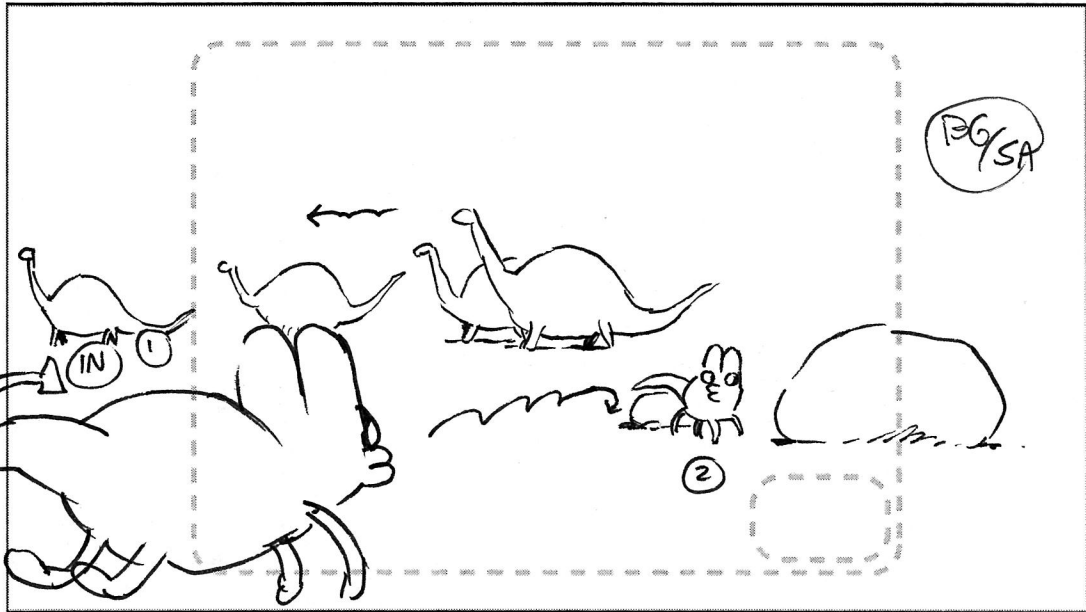
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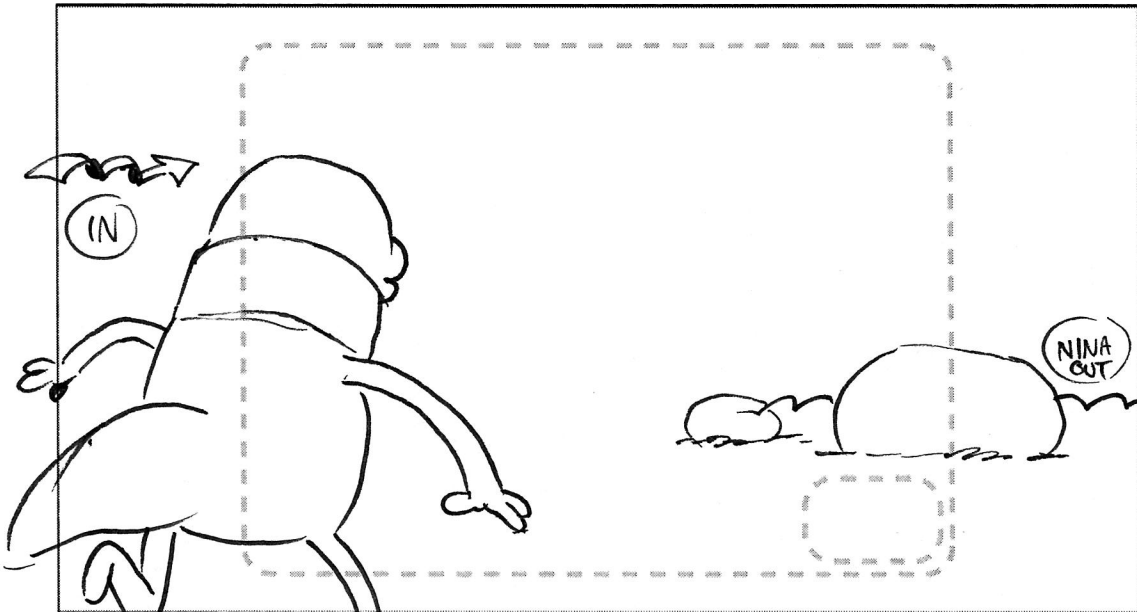
ADVENTURE TIME



Sc. 1 Pnl. G Bg. day night



Sc. 1 Pnl. H Bg. day night



Dialog:

(G:) Get back here I say!

Action: Nina runs on screen, then pauses to look back at her pursuer.

Gunter chases Nina off screen

Timing:



NINA RUNNING

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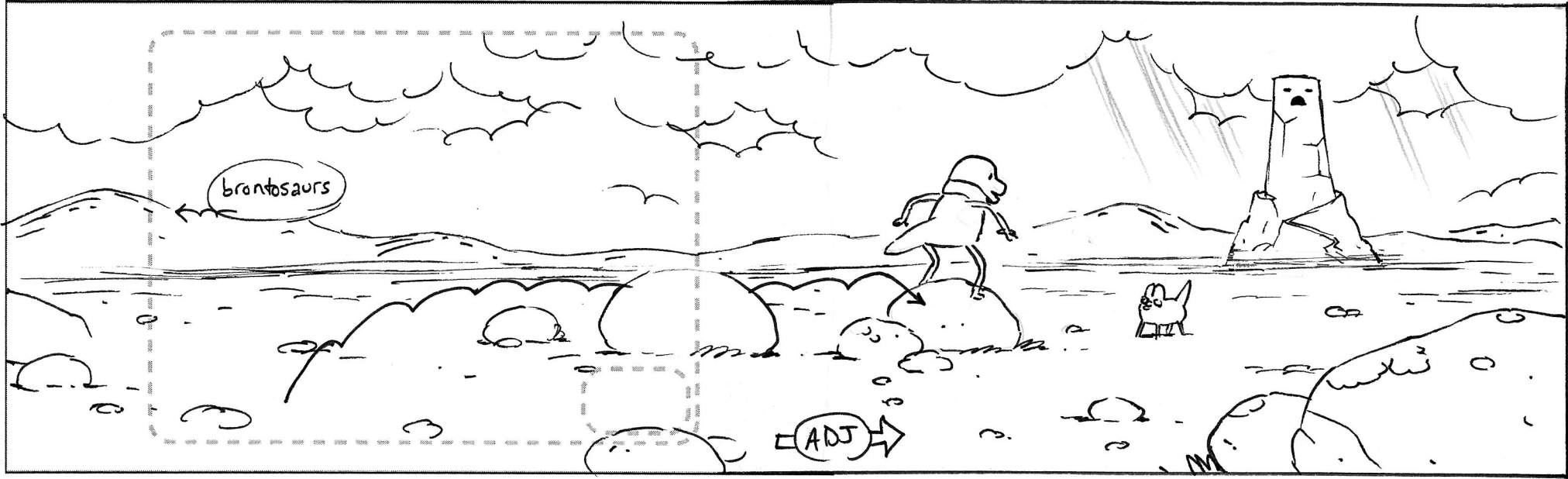
Production :

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ADVENTURE TIME



Sc. 1 Pnl. I Bg. day night



Dialog:	<p>(A) (GUNTHER:) Haha! Nowhere to run!</p> <p>(B) (NINA :) mrow.</p>
Action:	<p>Gunther hops on a rock</p>
Timing:	

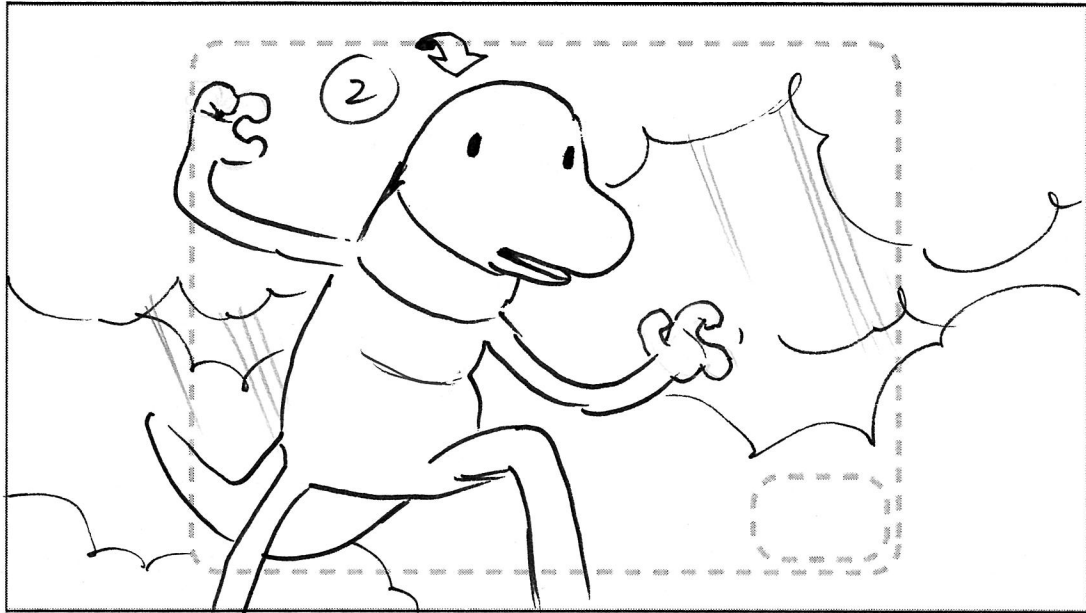
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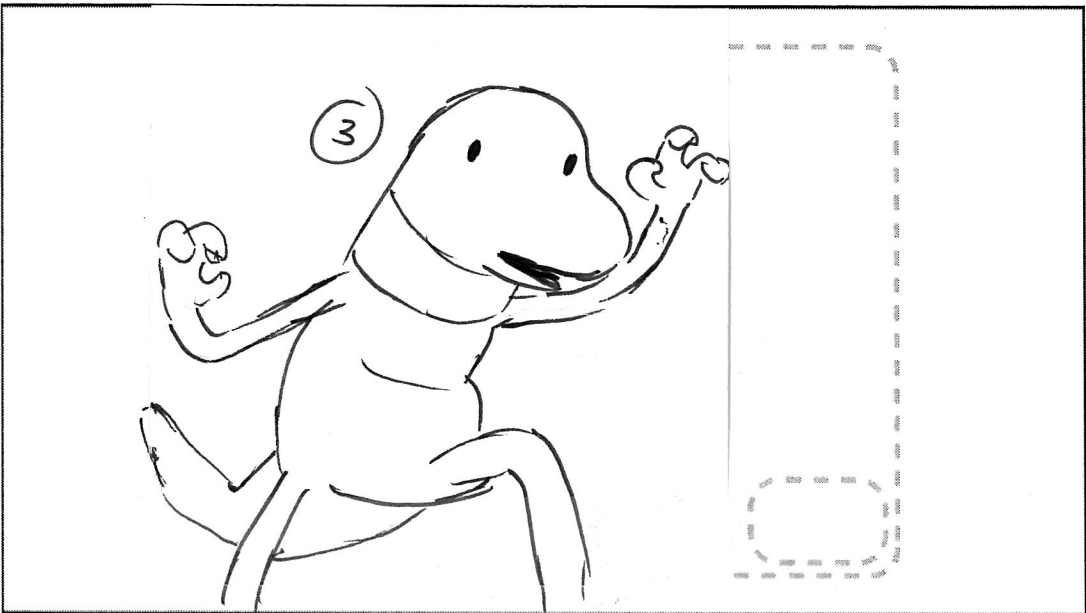
ADVENTURE TIME



Sc. 2 Pnl. A Bg. day night




Sc. 2 Pnl. B Bg. day night



Dialog:

Action:

Timing:



GUNTHER: ② I, the great and powerful
③ URGENCE EVERGREEN,

- Gunther makes menacing gestures

Production :

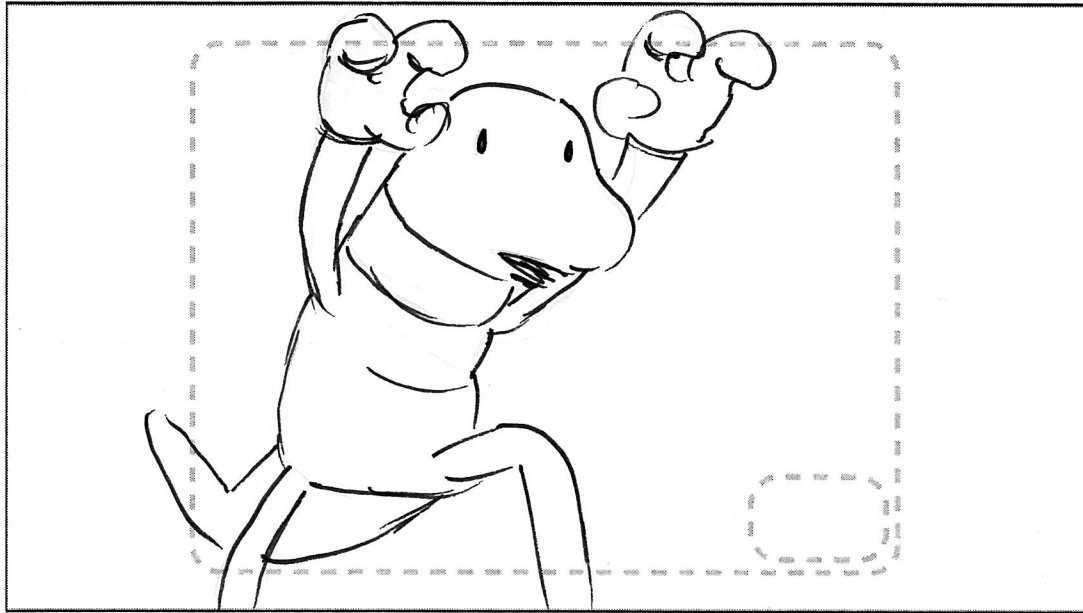
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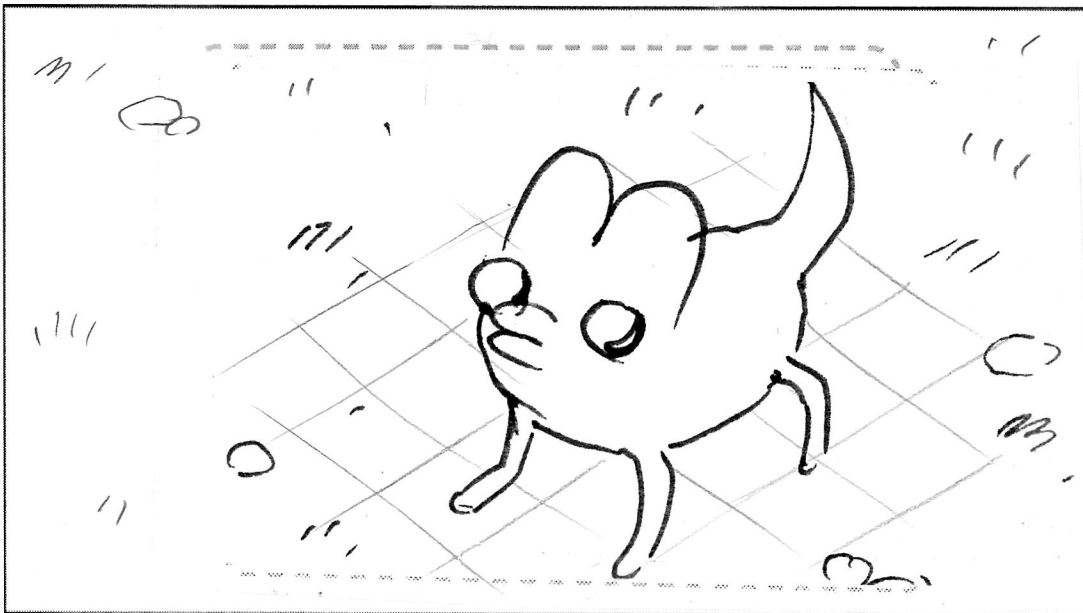
ADVENTURE TIME



Sc. 2 Pnl. C Bg. day night



Sc. 3 Pnl. A Bg. day night



Dialog:	(G) → command you to FREEZE into a million pieces, →	(OS) → and leave young Gunther alone!
Action:		
Timing:		

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Production :

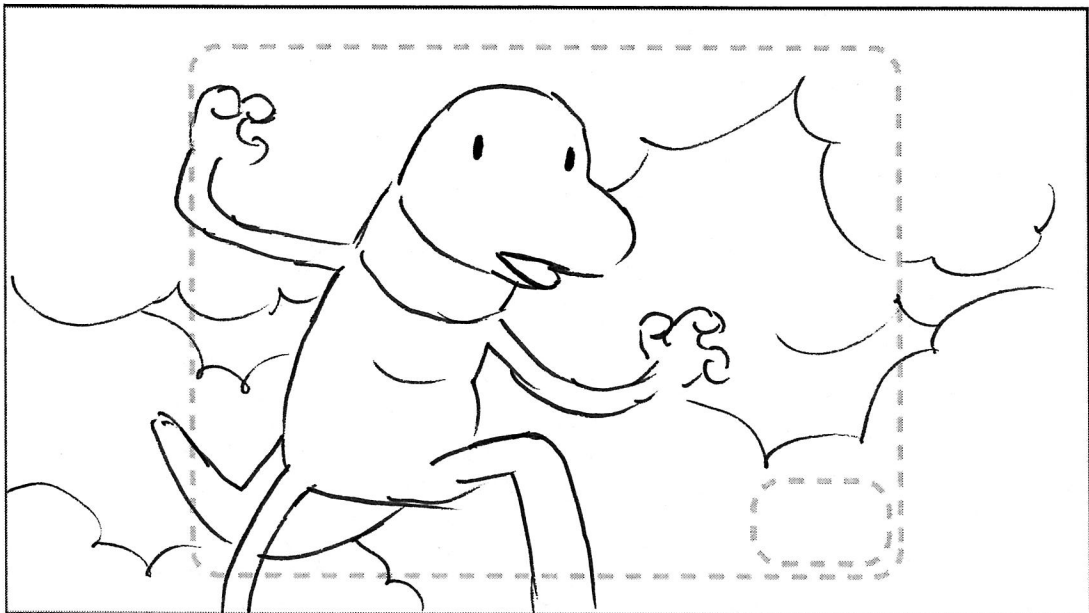
ADVENTURE TIME



Sc. 3 Pnl. B Bg. day night



Sc. 4 Pnl. A Bg. day night



Dialog:	G: Foolish demon, you leave me <u>NO</u> choice!
Action:	
Timing:	

EPISODE #

Production :

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ADVENTURE TIME

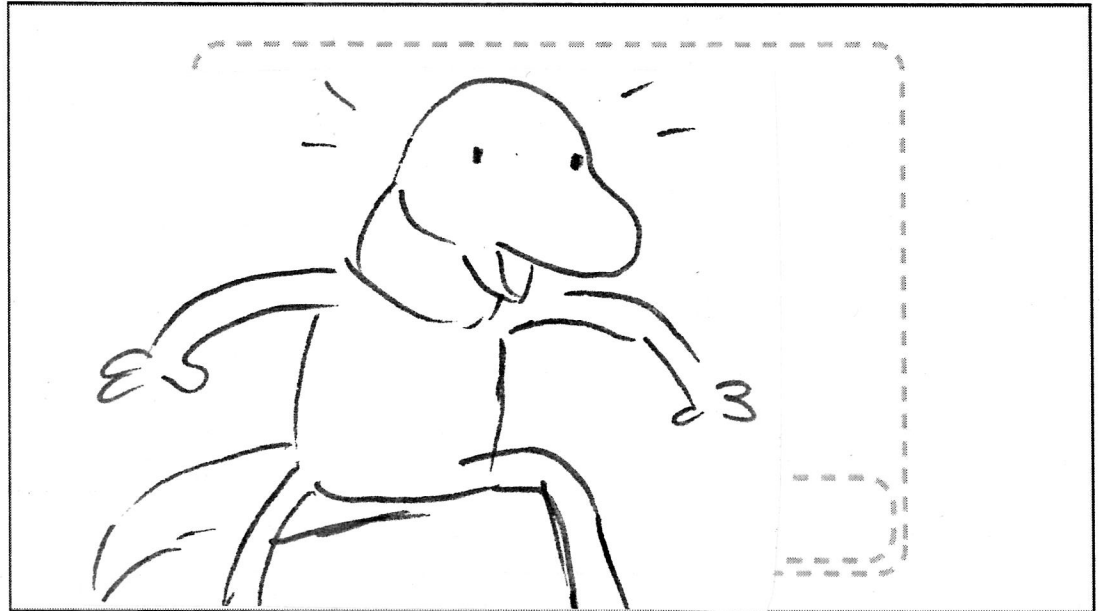


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Sc. 4 Pnl. B Bg. day night



Sc. 4 Pnl. C Bg. day night



Dialog: (G:) ZAP ZAP ZAP ZAP ZAP!

(G:) WHAT!

Action: (A) (B) (A) (B) (A)

Timing:



Gunther pretends to shoot magic bolts from his finger tips

- Gunther is surprised that Nina isn't frozen.

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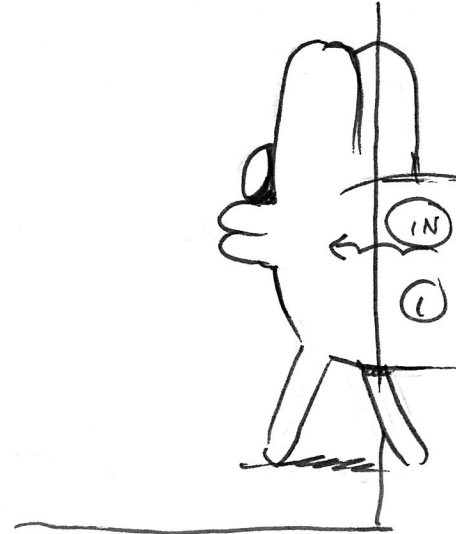
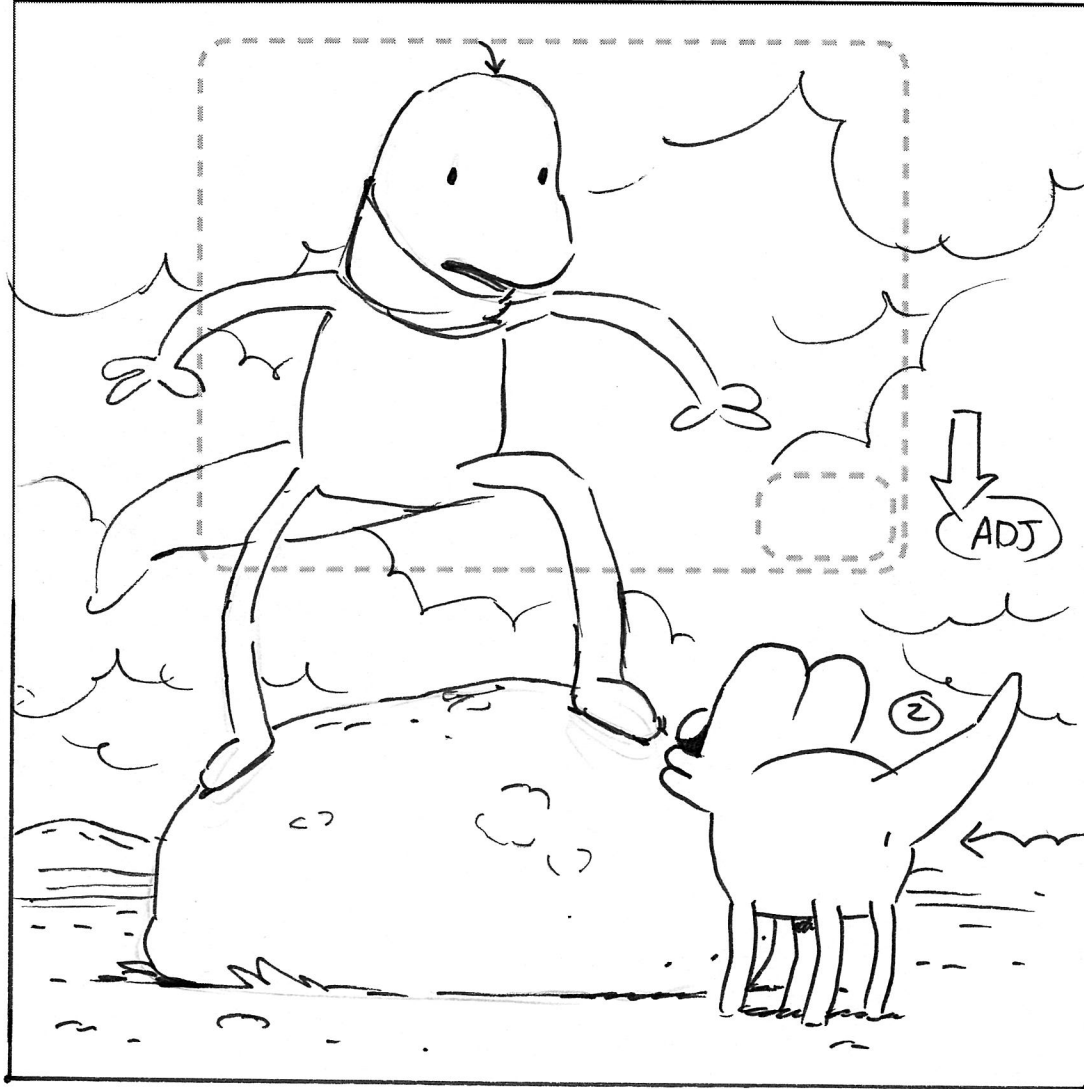
Production :

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ADVENTURE TIME



Sc. 4 Pnl. D Bg. day night



Dialog:	Ⓒ: No Nina! You're supposed to be frozen!
Action:	Nina walks up to Gunther.
Timing:	

Production :

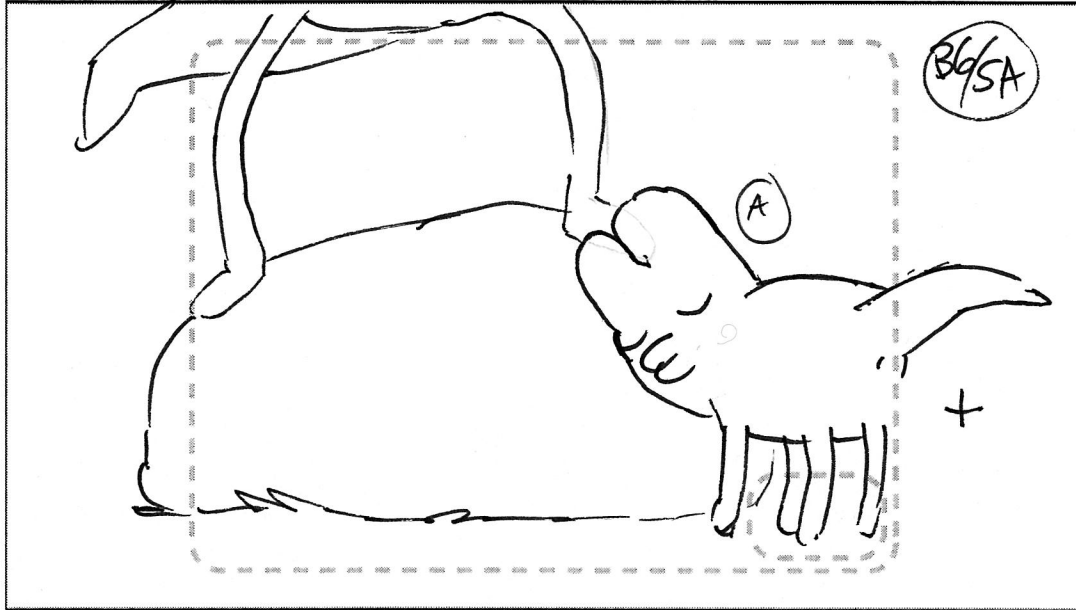
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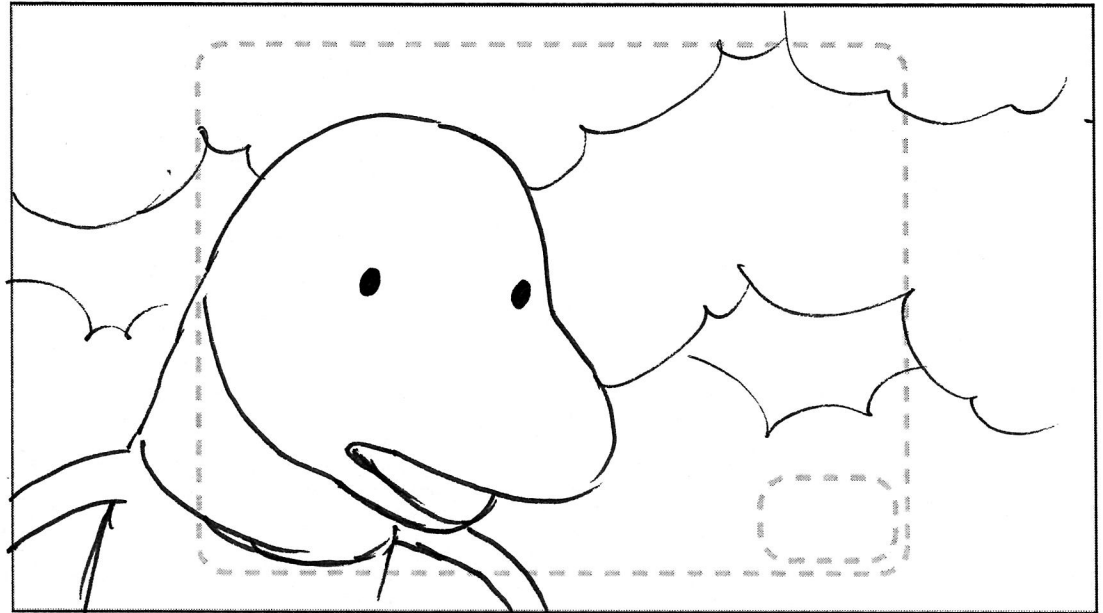
ADVENTURE TIME



Sc. 4 Pnl. E Bg. day night



Sc. 5 Pnl. A Bg. day night



Dialog:

(G) No!

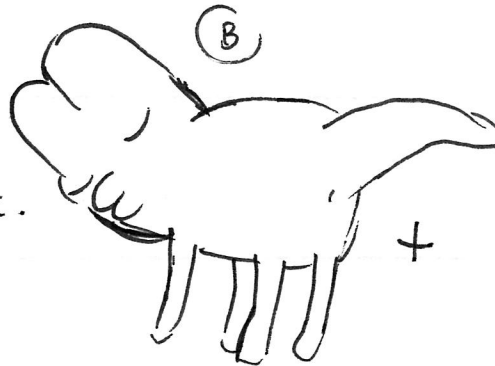
(NINA) * purring *

Action:

A B A B

Nina rubs her head on the rock.

Timing:



(G) Nina!

EPISODE #

Production :

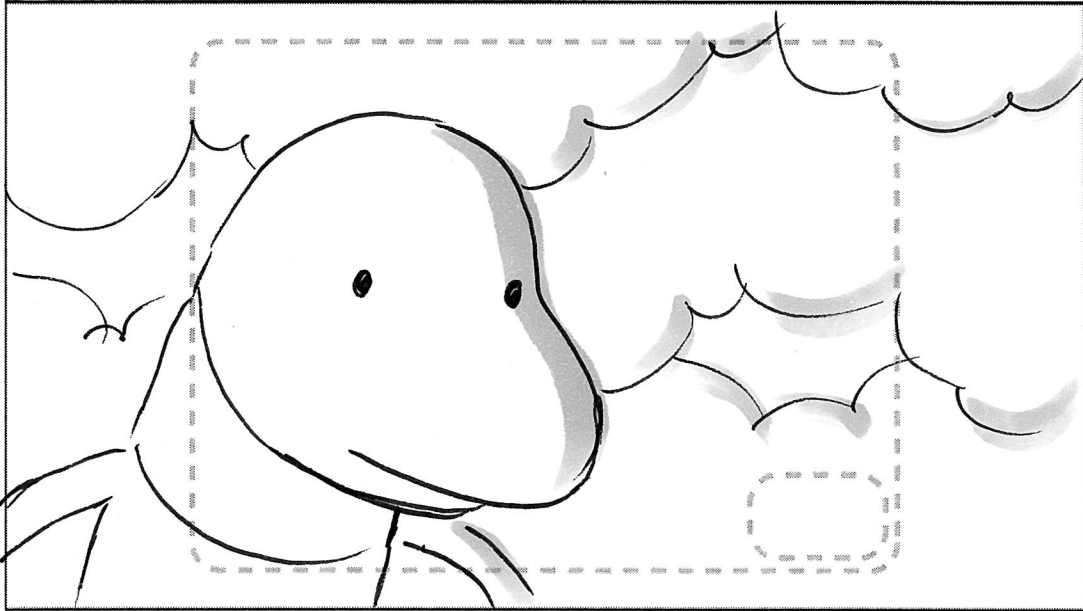
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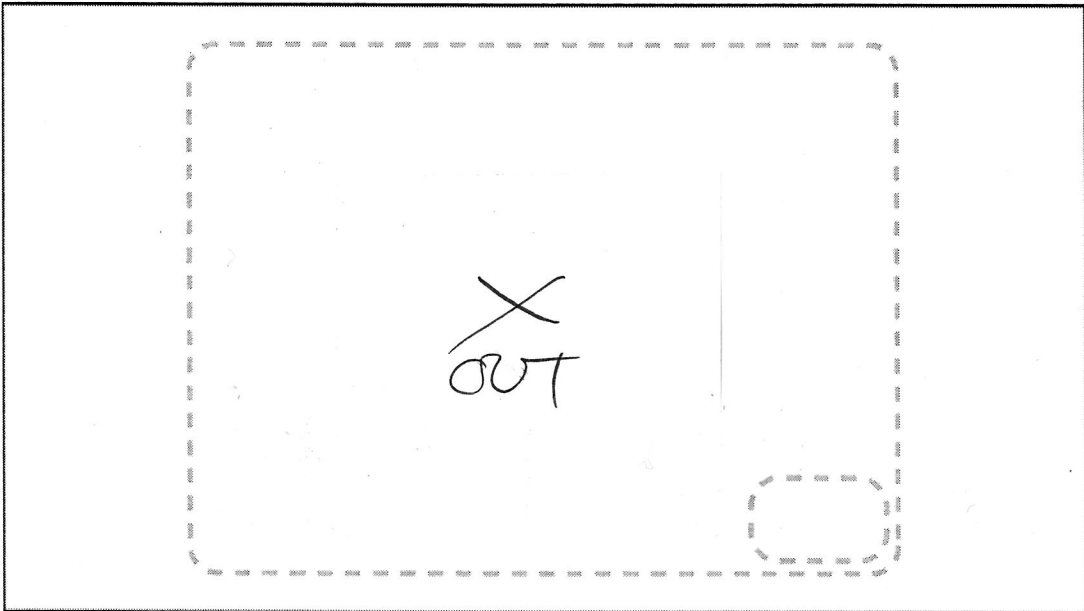
ADVENTURE TIME



Sc. 5 Pnl. 3 Bg. day night



Sc. Pnl. Bg. day night



Dialog:	SFX: (far away) - ZOMP - (portal activation)
Action:	☆ RED/ORANGE light subtly flashes as the Fire Elemental's distant portal activates.
Timing:	

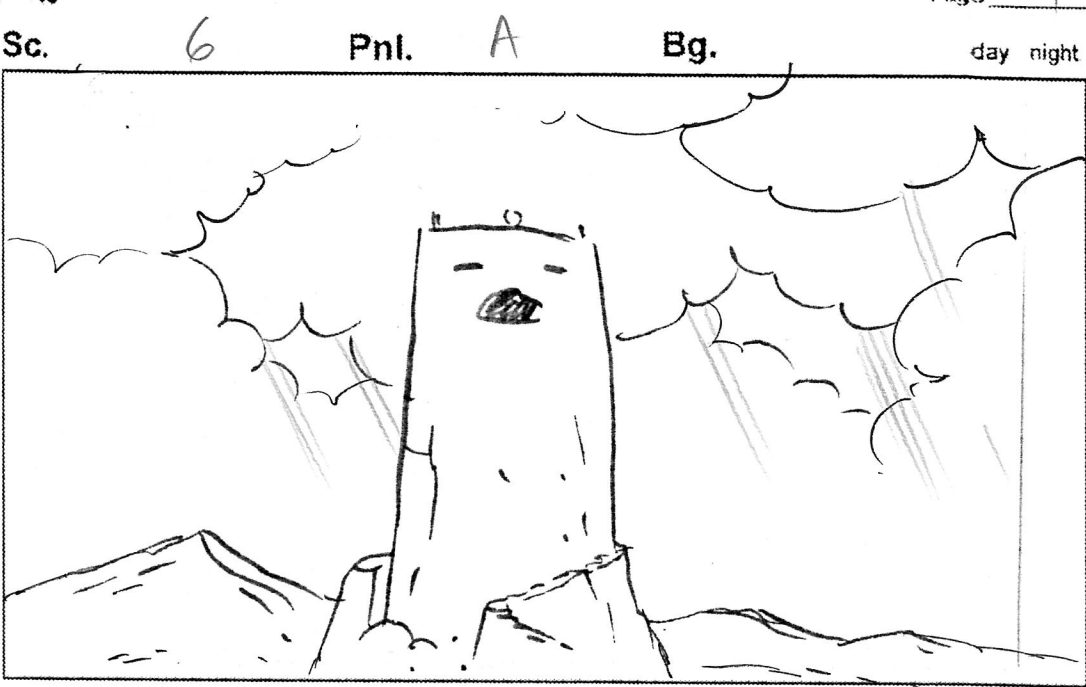
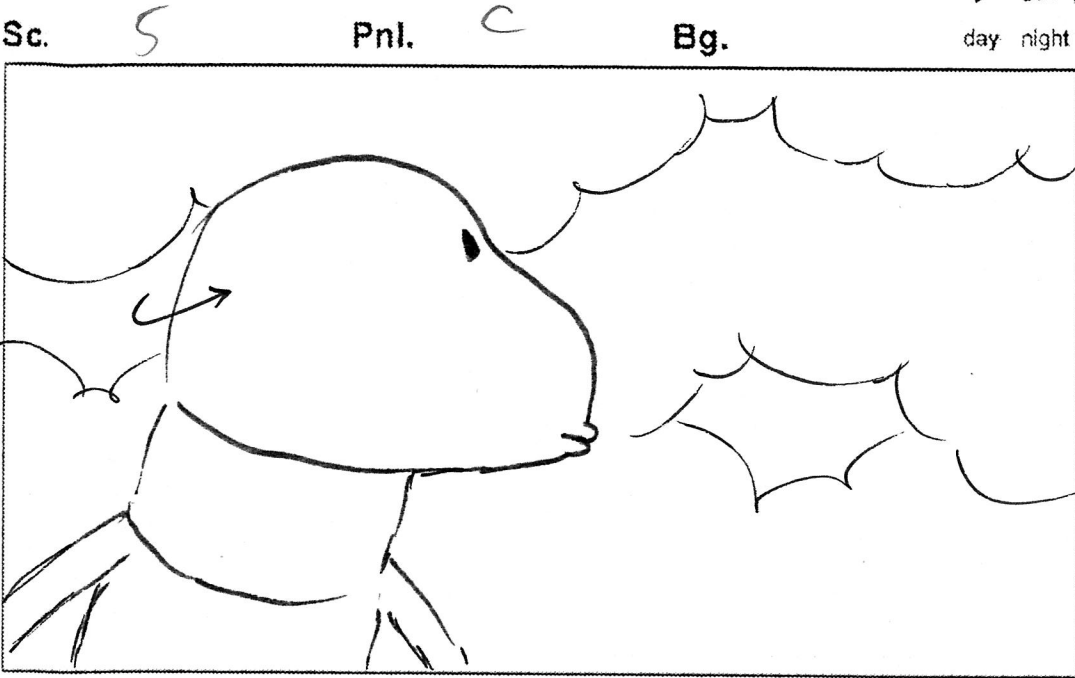
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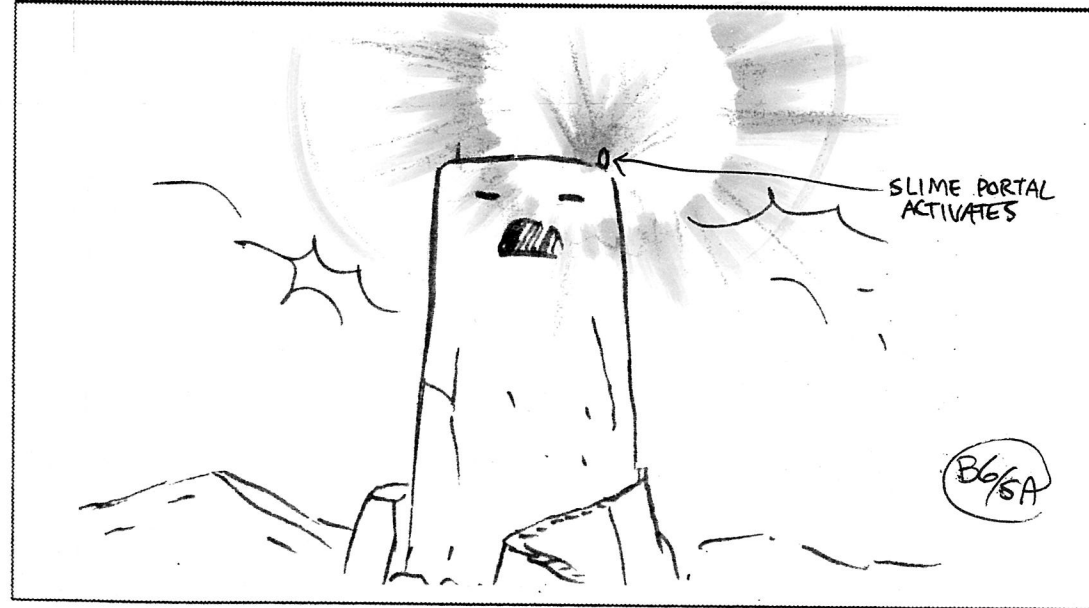
ADVENTURE TIME



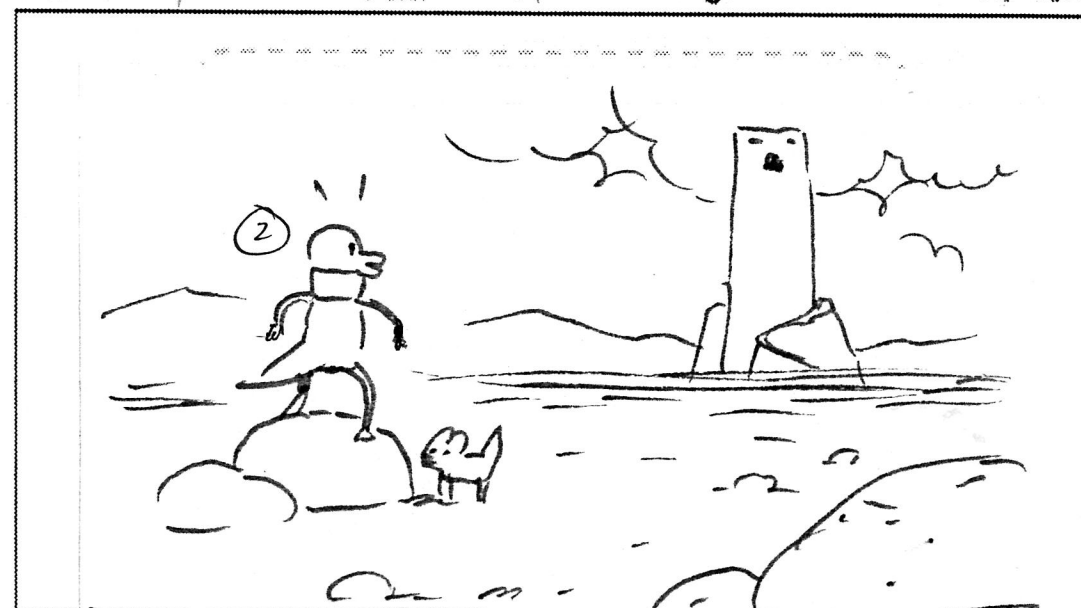
Dialog:
Action:
Timing:

Production :
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Sc. 6 Pnl. B Bg. day night



Sc. 7 Pnl. A Bg. day night



Dialog:

SFX: 'zomp =

Action:

GREEN LIGHT shines in a burst from the activated slime portal.

Timing:

(G.) Nina, the portals -



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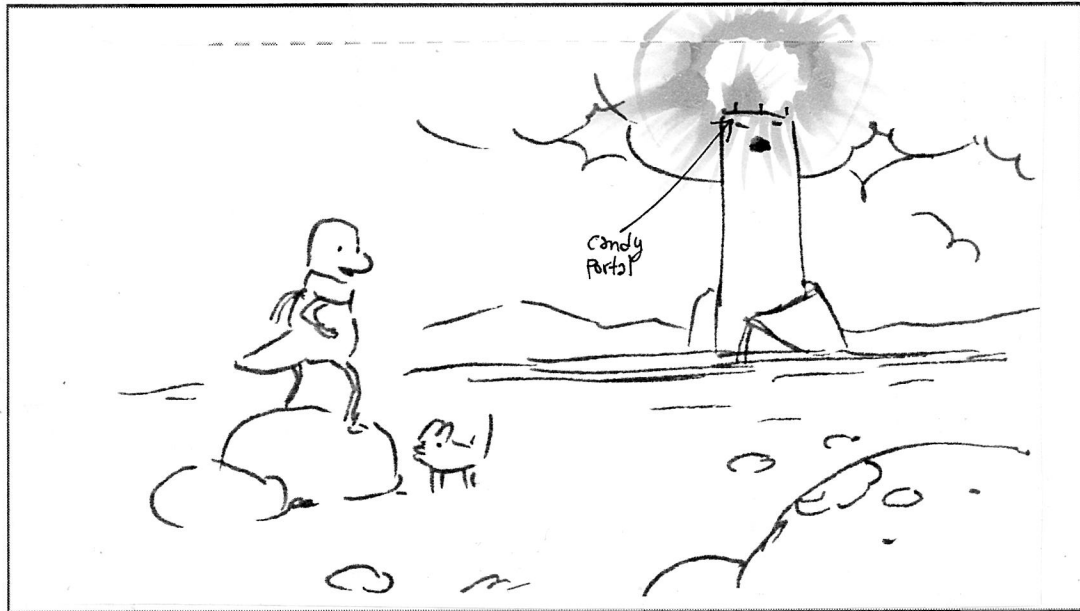
Production :

ADVENTURE TIME

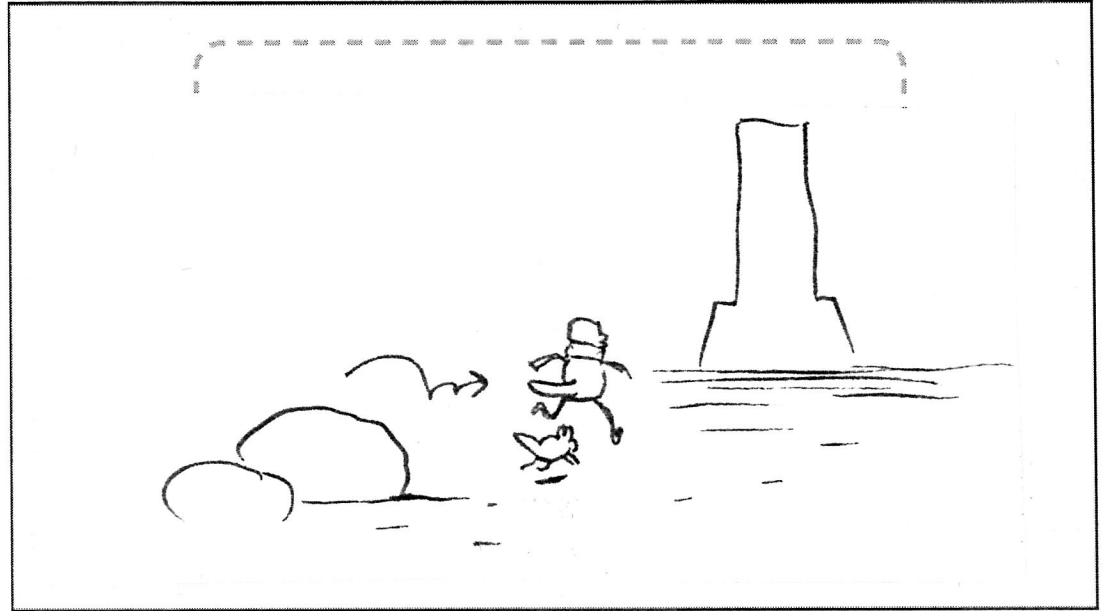


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Sc. 7 Pnl. 3 Bg. day night



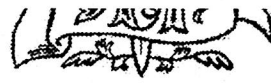
Sc. 7 Pnl. C Bg. day night



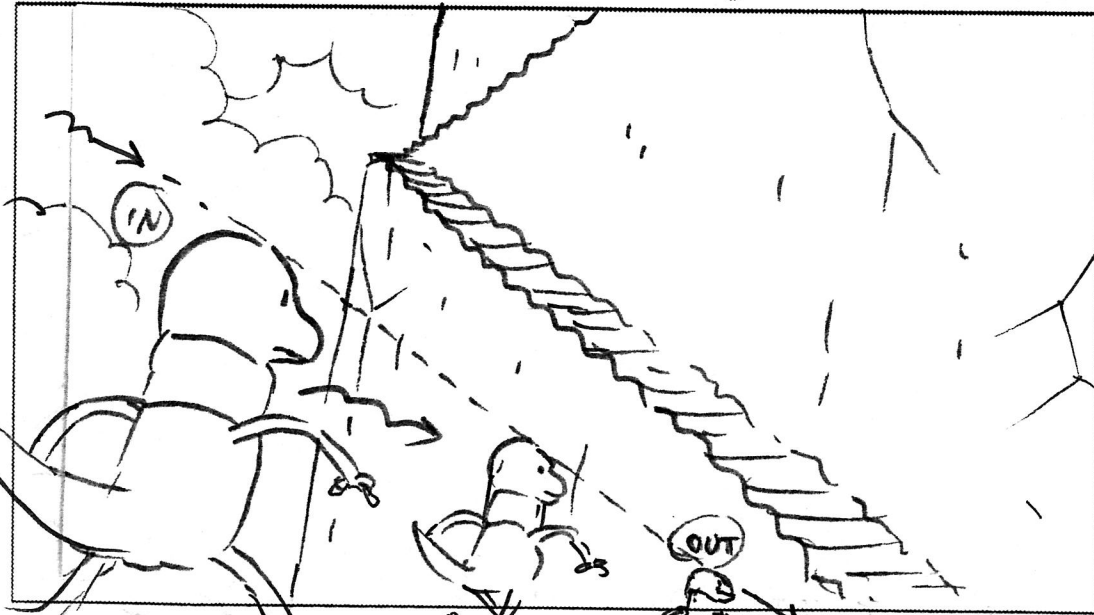
<p>Dialog:</p> <p>(A) GUNTER → the elementals are gathering!</p> <p>(B) SFX: ZOMP</p>	<p>(G:) c'mon ya blockhead!</p>
<p>Action: pink LIGHT bursts from the activated candy portal.</p>	<p>Gunter + Nina run toward the tower</p>
<p>Timing:</p>	

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Sc. 8 Pnl. A Bg. day night

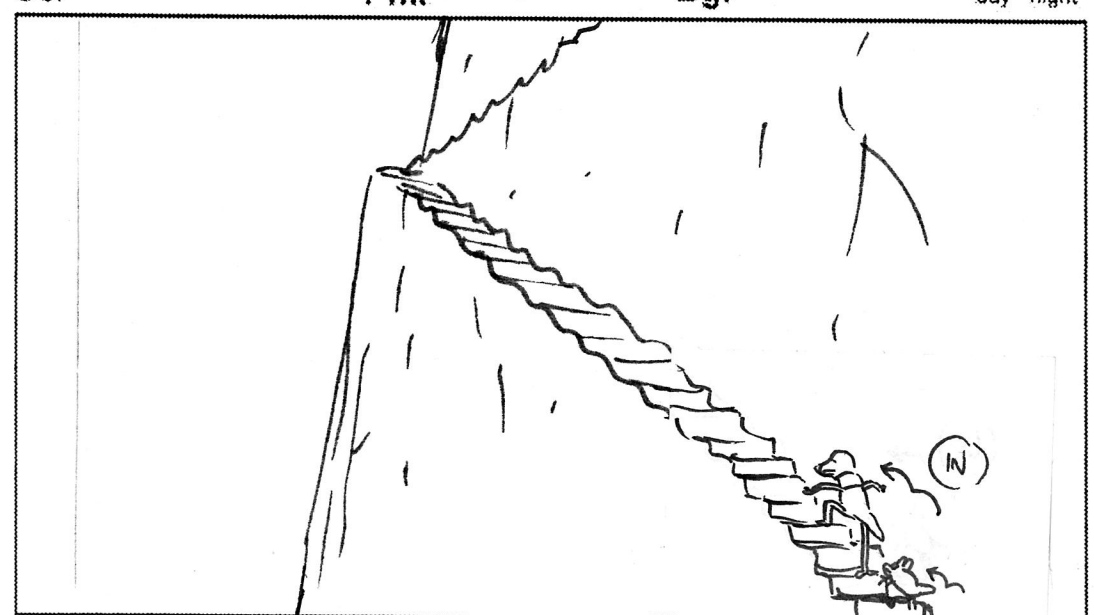


Dialog:
NINO is here too
but out of sight.

Action:

Timing:

Sc. 8 Pnl. B Bg. day night



Gunther + Nino climb the tower steps.

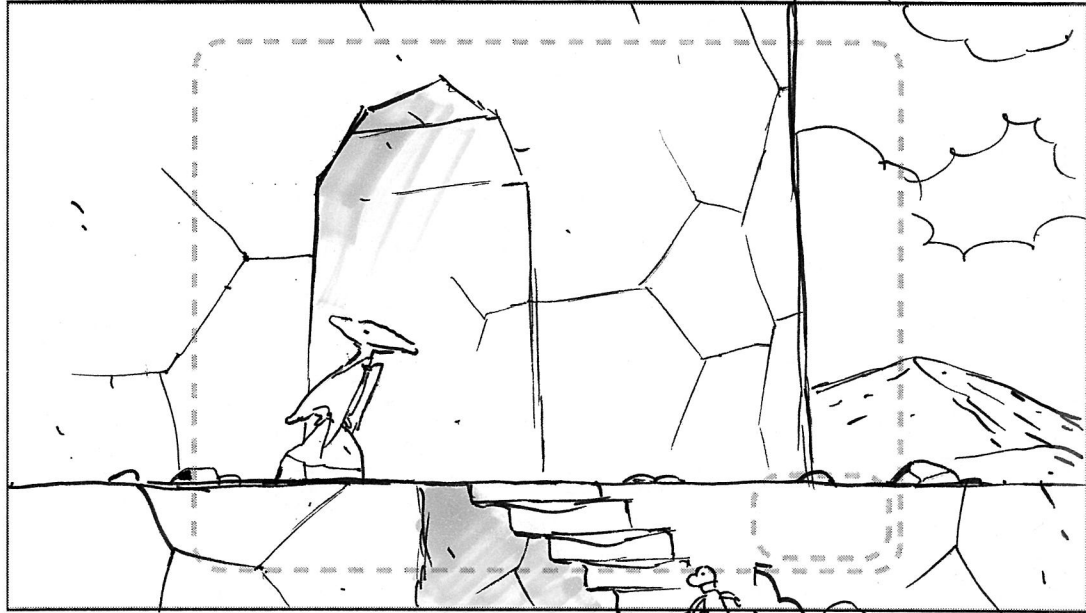
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Production :

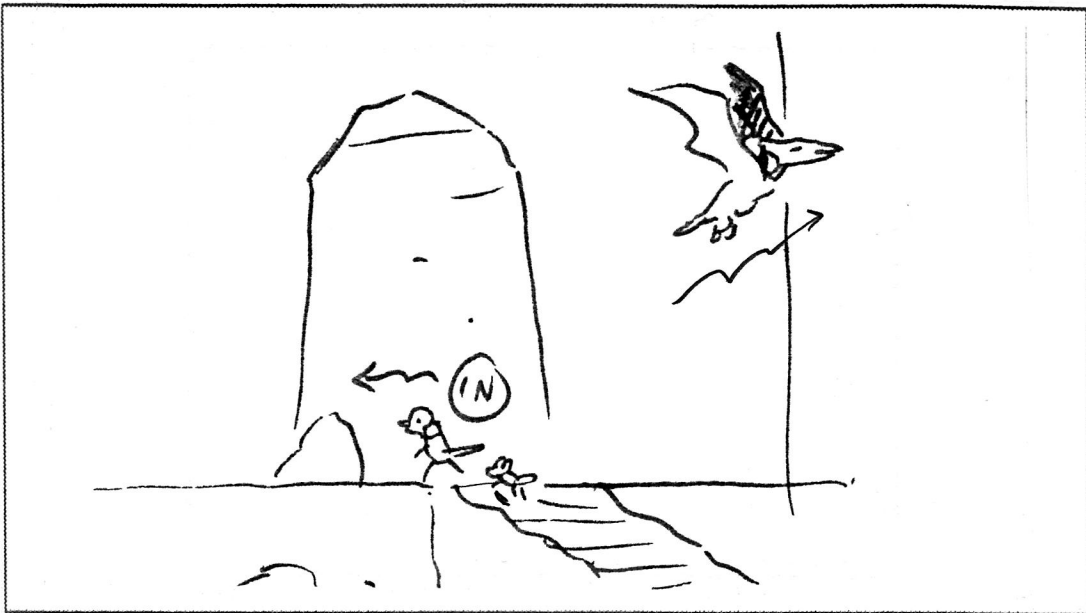
ADVENTURE TIME



Sc. 9 Pnl. A Bg. day night



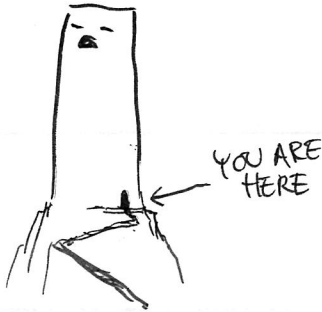
Sc. 9 Pnl. B Bg. day night



Dialog:

Action:

Timing:



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Production :

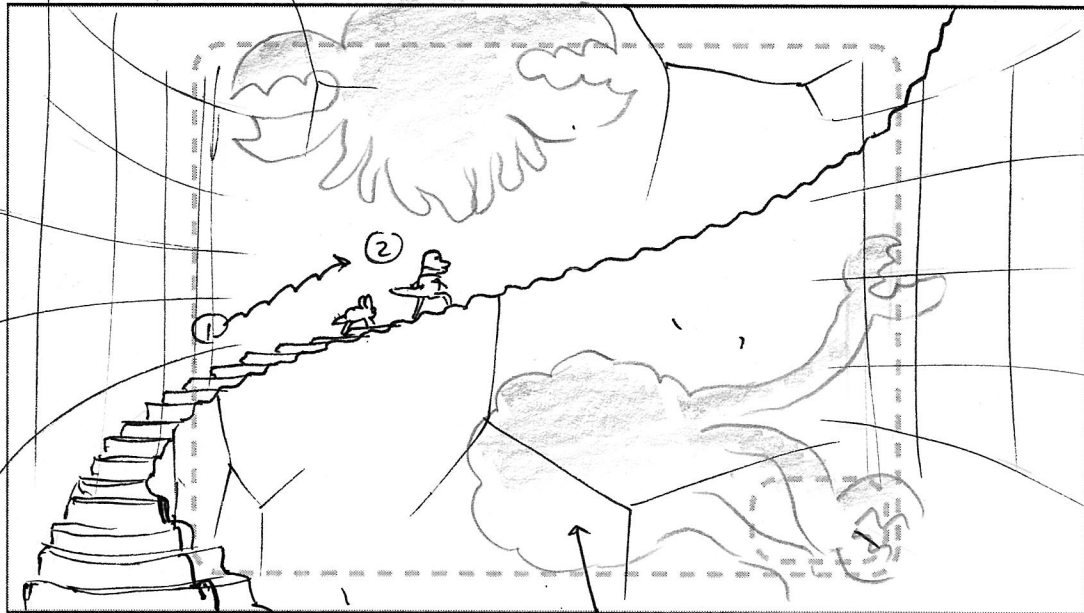
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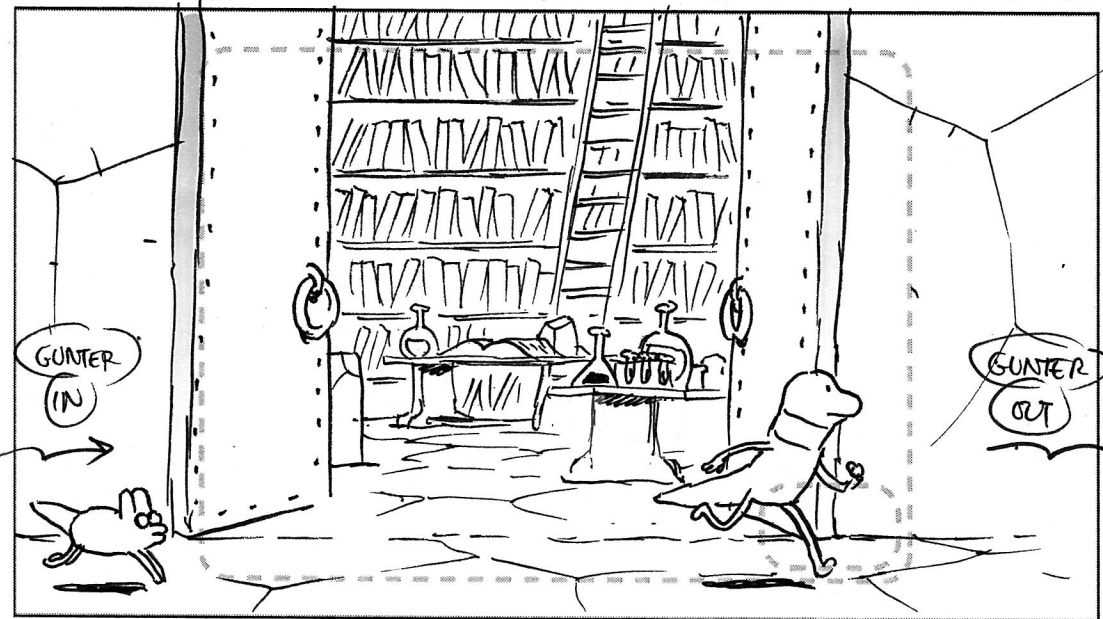


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Sc. 10 Pnl. A Bg. day night



Sc. 11 Pnl. A Bg. day night



Dialog:

cthulu monsters frozen
in ice?

Action:

Timing:

Production :

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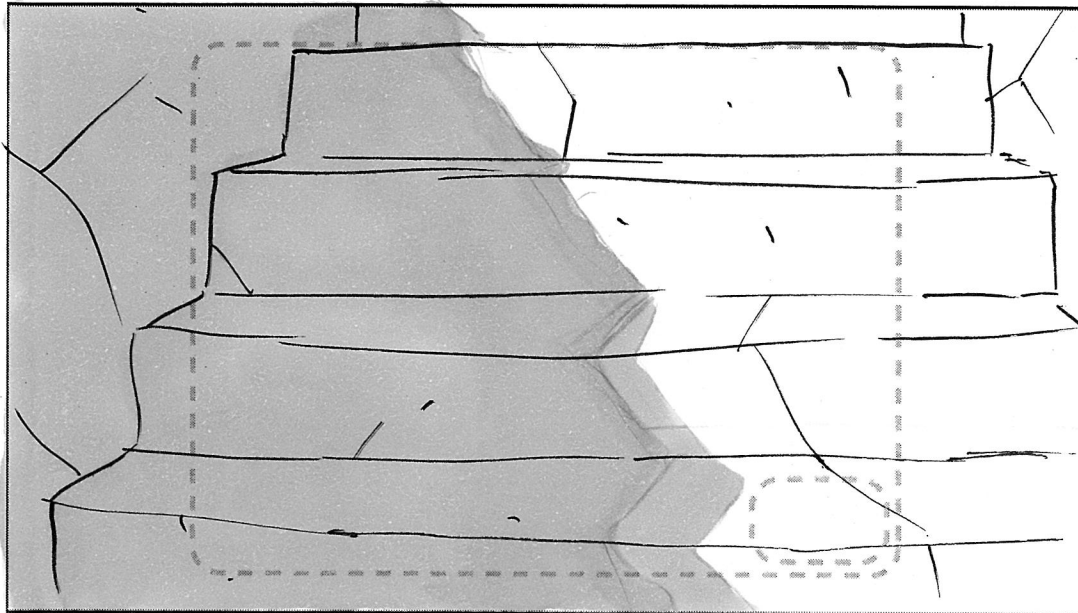
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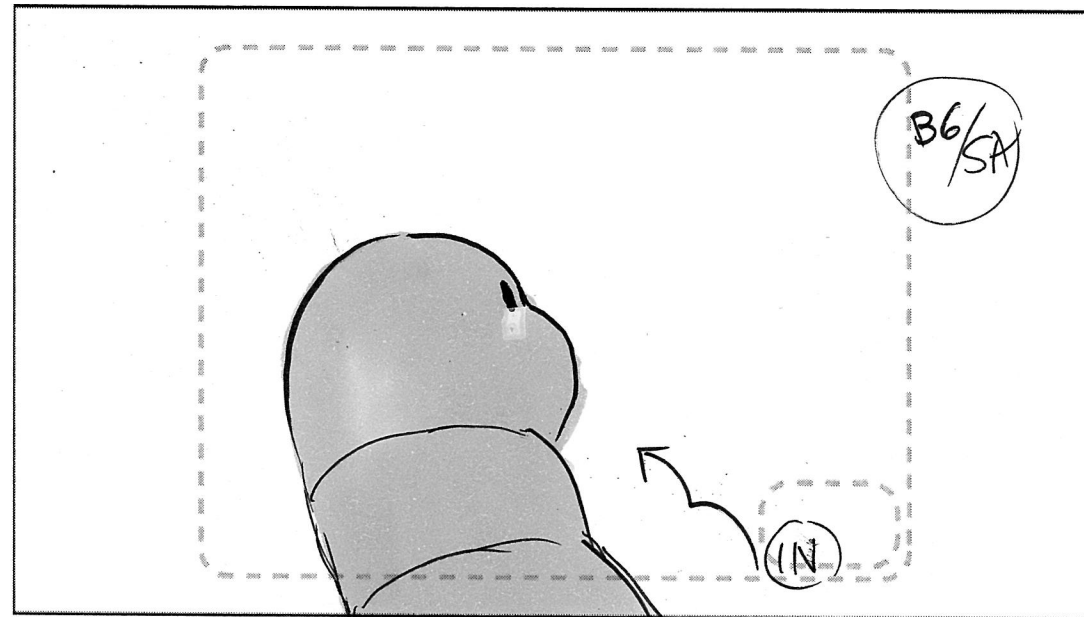


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Sc. 12 Pnl. A Bg. day night



Sc. 12 Pnl. B Bg. day night



Dialog:

CHARBERRY (O.S.):
I just think we should
discuss this Evergreen -

Action:

Timing:

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Production :

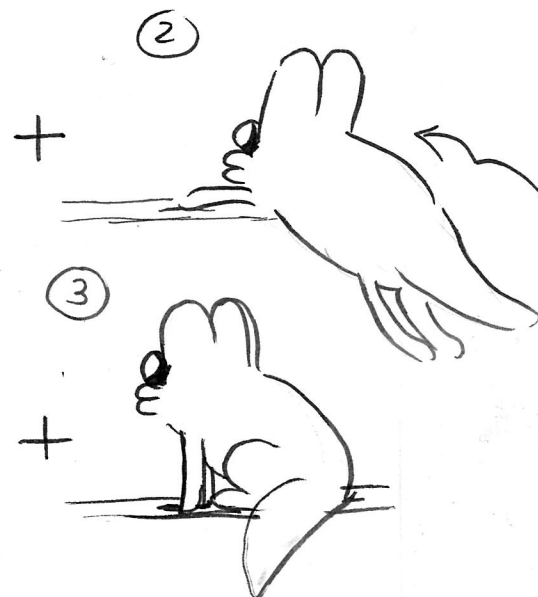
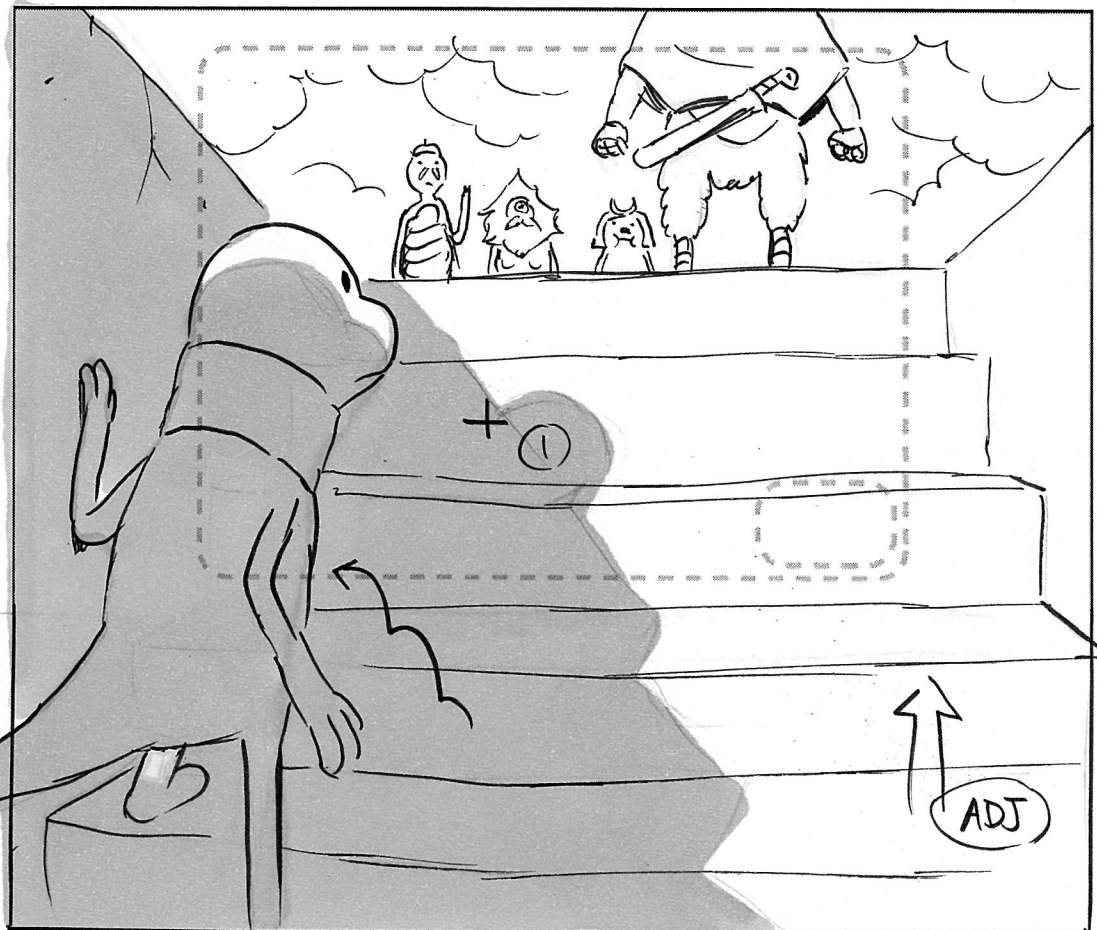
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ADVENTURE TIME



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Sc. 12 Pnl. C Bg. day night



Dialog:

GUNTHER: (4) shss h

Action:

(1) Nina hops in silently
(2) Gunter shushes Nina

Timing:

Production :

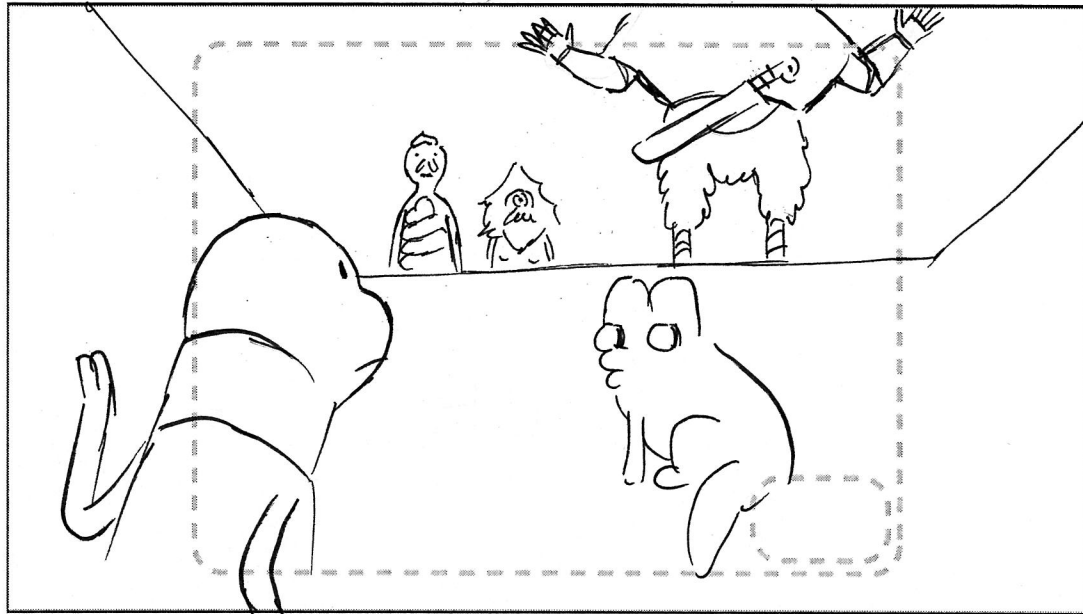
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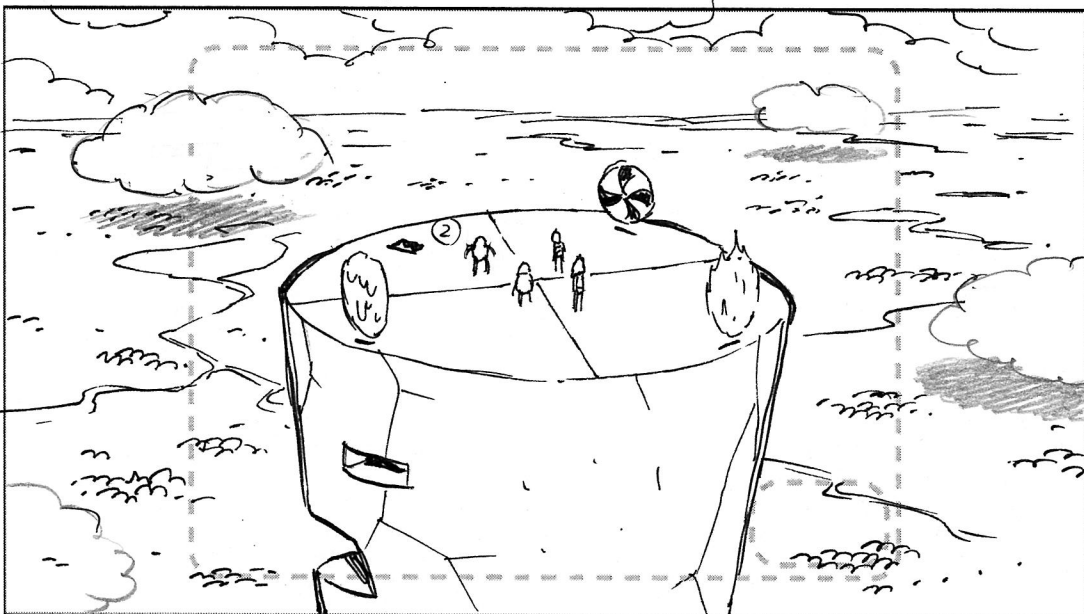
ADVENTURE TIME



Sc. 12 Pnl. D Bg. day night

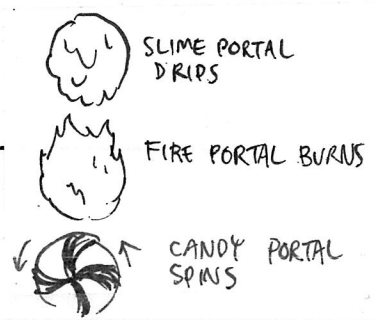
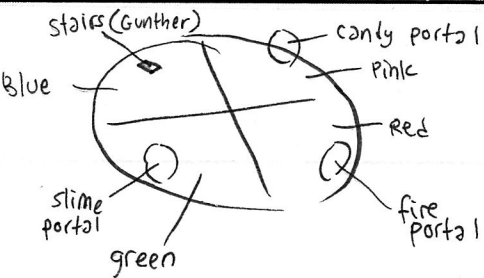


Sc. 13 Pnl. A Bg. day night



Dialog:	<p>EVERGREEN: Discuss!?</p>	
Action:	<p>①</p>	<p>②</p>
Timing:		

EVERGREEN → Are you listening Chatsberry?



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Production :

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ADVENTURE TIME



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Sc. 14 Pnl. A Bg. day night



Sc. 14 Pnl. B Bg. day night



Dialog:

(E) ⁽¹⁾⁽²⁾ When this comet hits -
(3) EVERYBODY DIES.

(E) ⁽¹⁾ Not just everybody BUT us...
(2) but US!

Action

Timing



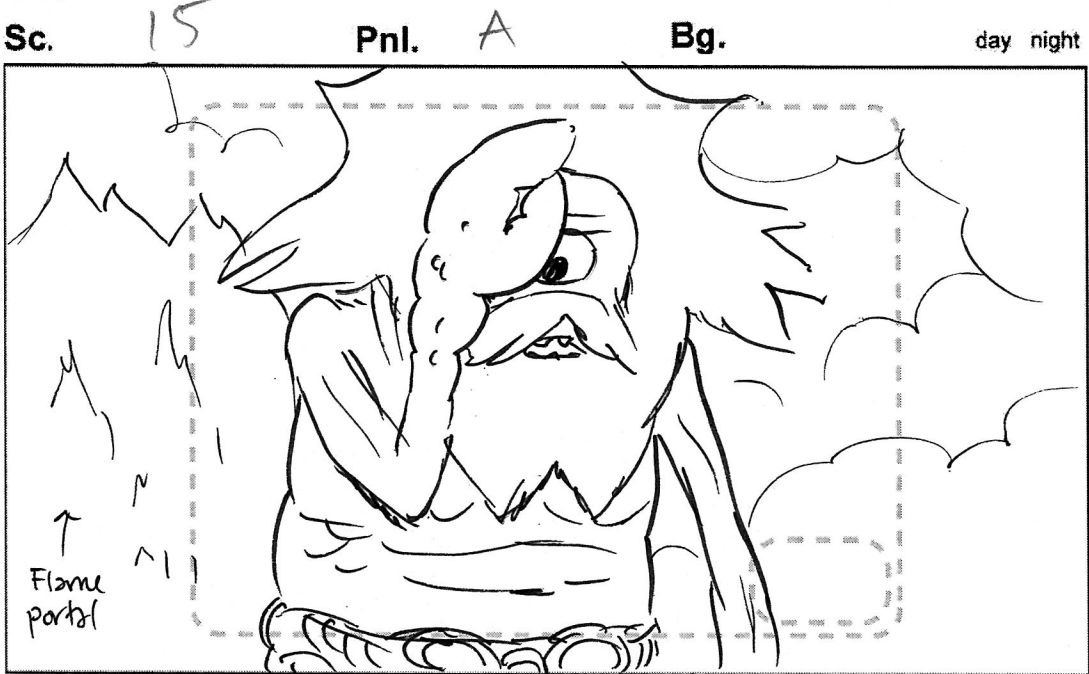
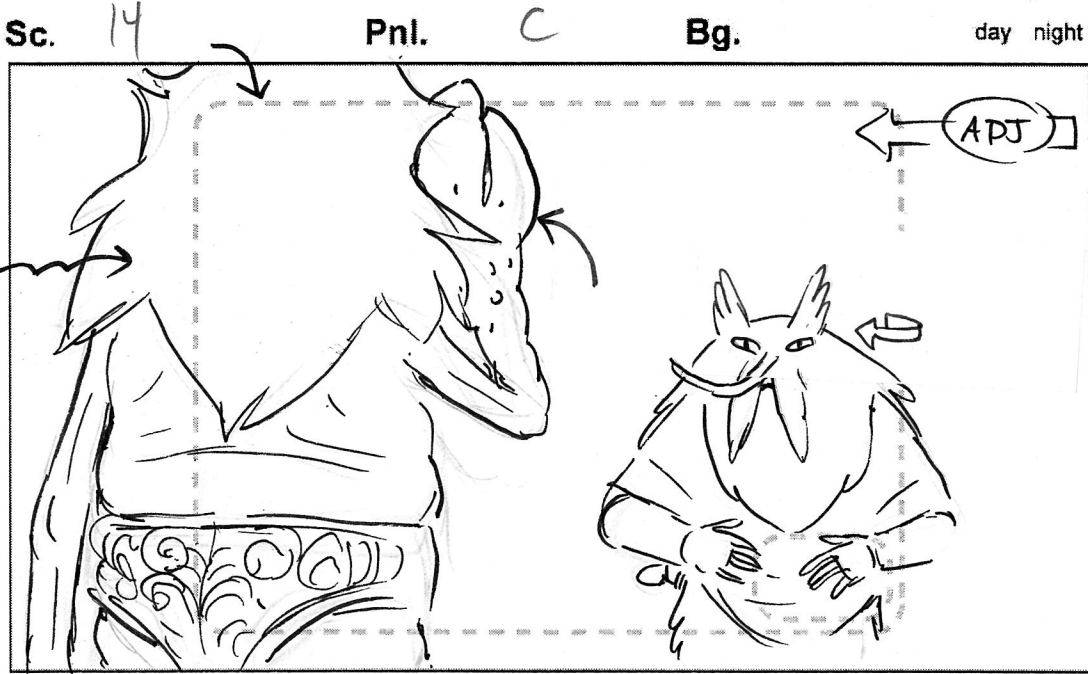
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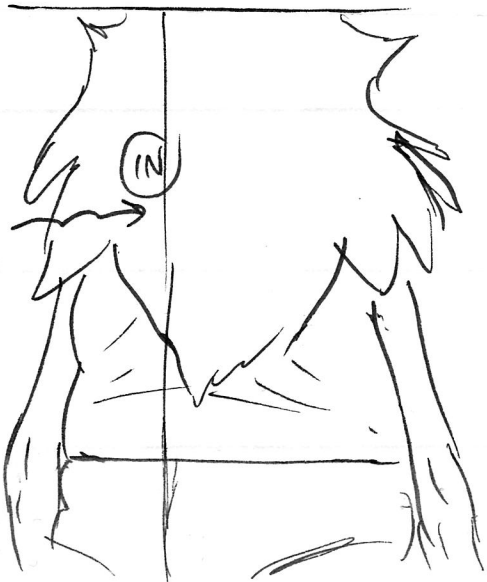


Dialog: **BALTHUS:** Now - Now hold on Evergreen -

B: Hath not a comet →

Action:

Timing:



Production :

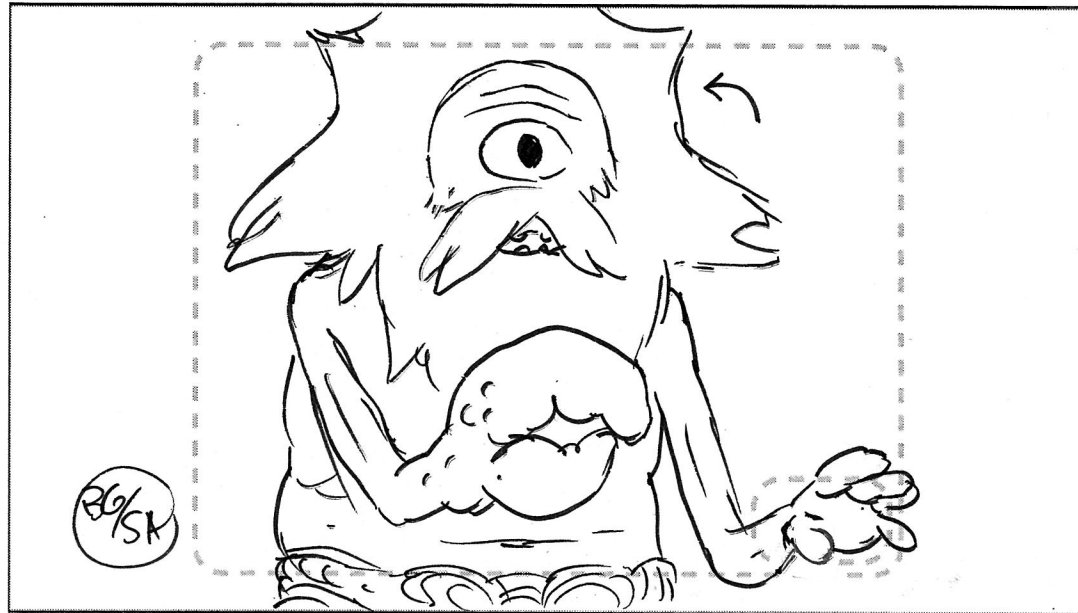
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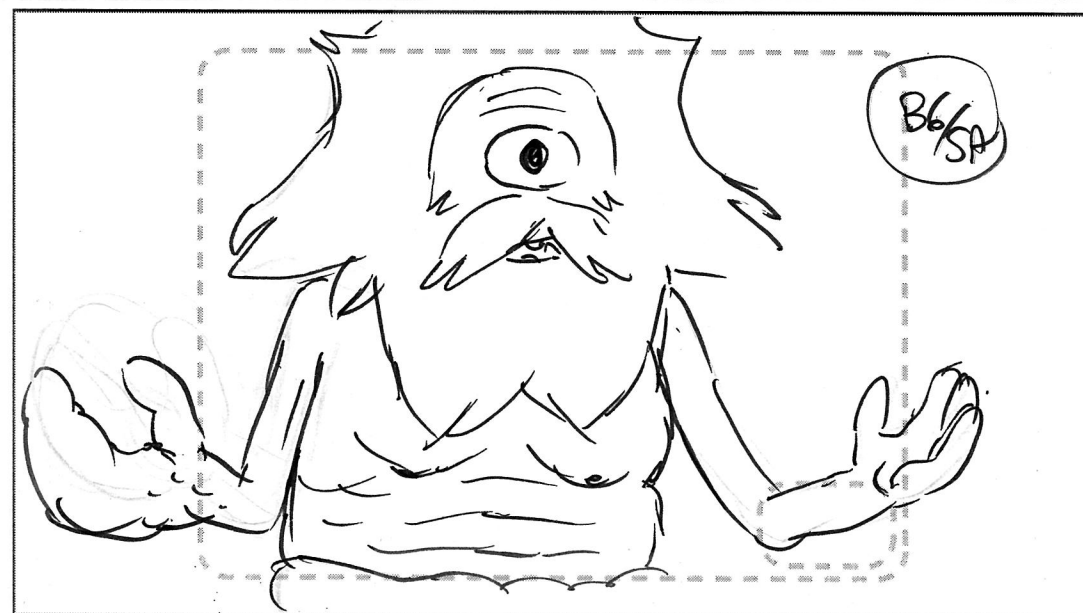
ADVENTURE TIME



Sc. 15 Pnl. B Bg. day night



Sc. 15 Pnl. C Bg. day night



Dialog: → impacted our world
every thousand years →

→ with no lasting
grievousness?

Action:

Timing:

Production :

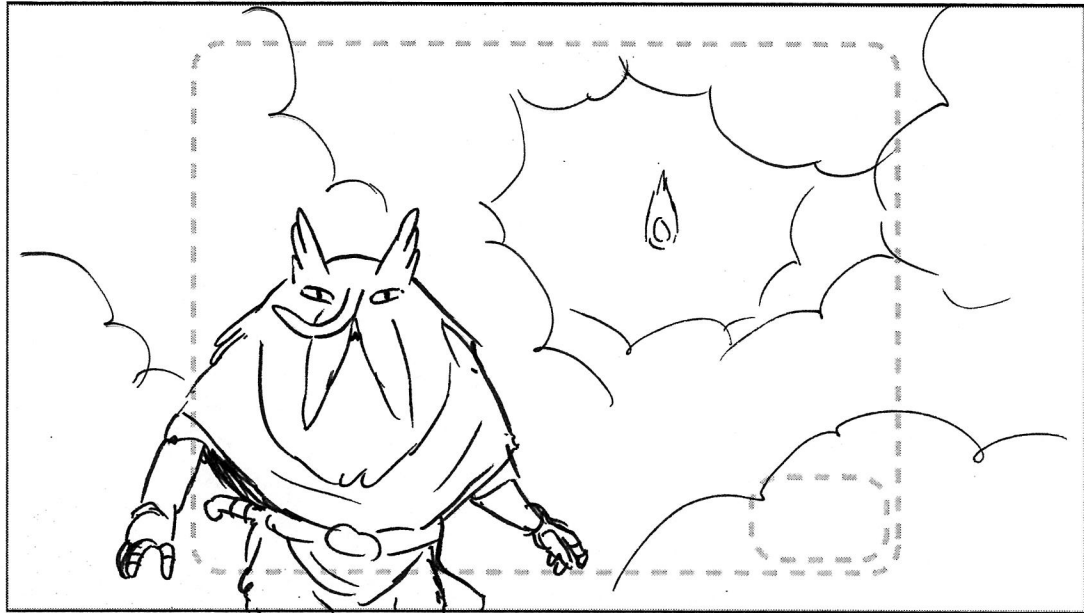
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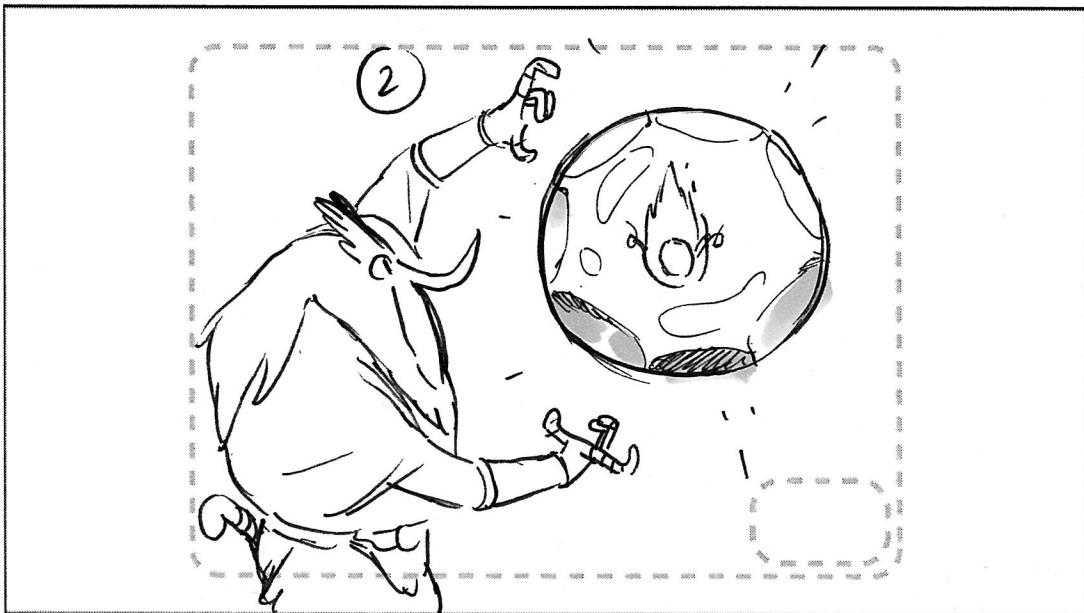
ADVENTURE TIME



Sc. 16 Pnl. A Bg. day night



Sc. 16 Pnl. B Bg. day night



Dialog:	(E) Ah - but this is no ordinary comet Balthus -
Action:	Evergreen casts an ice lens, enlarging and warping the comet.
Timing:	



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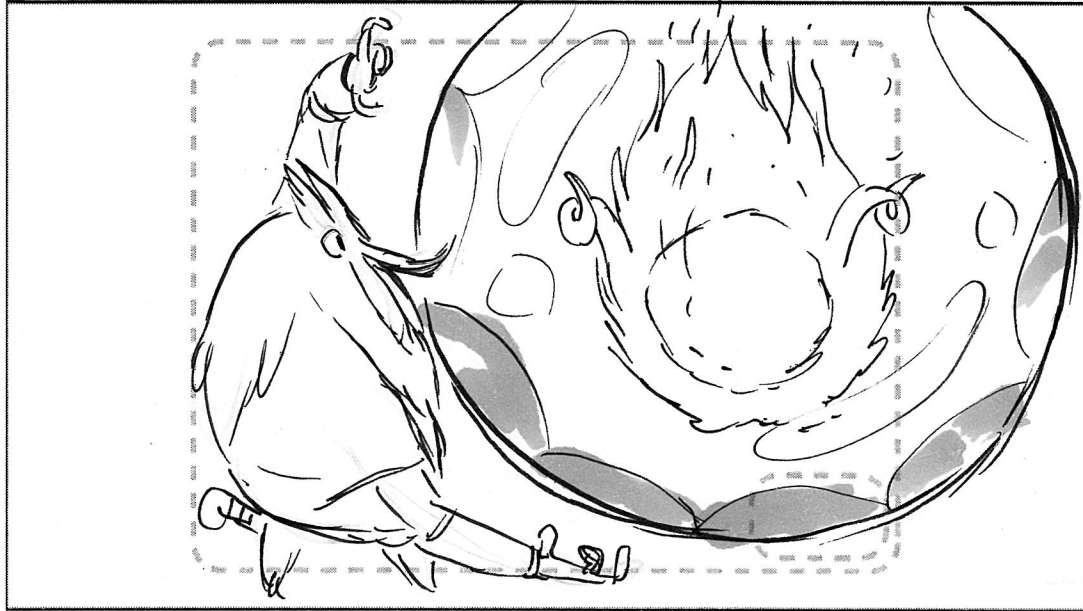
Production :

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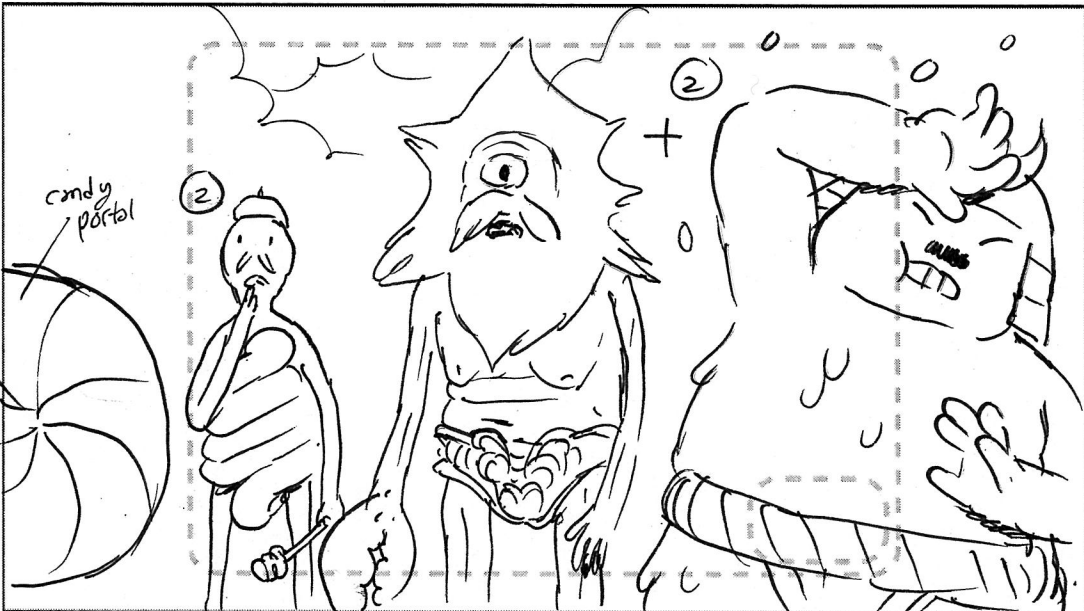
ADVENTURE TIME



Sc. 16 Pnl. C Bg. day night



Sc. 17 Pnl. A Bg. day night



Dialog: (E:) Behold!

Action: - Evergreen enlarges the ice lens in one quick motion.

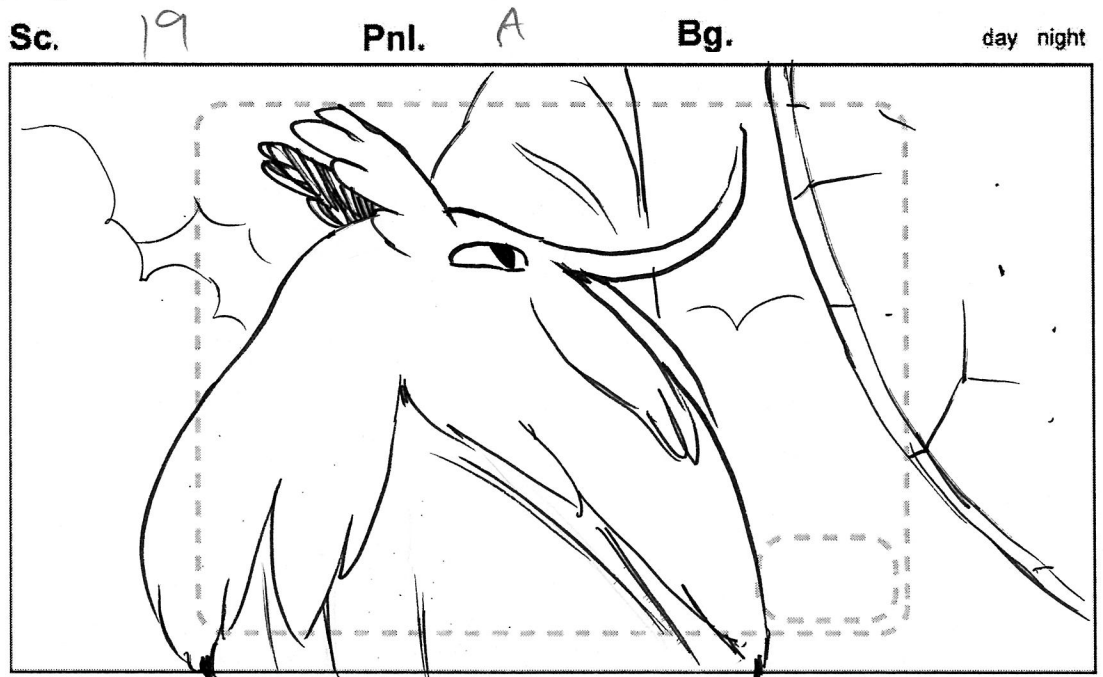
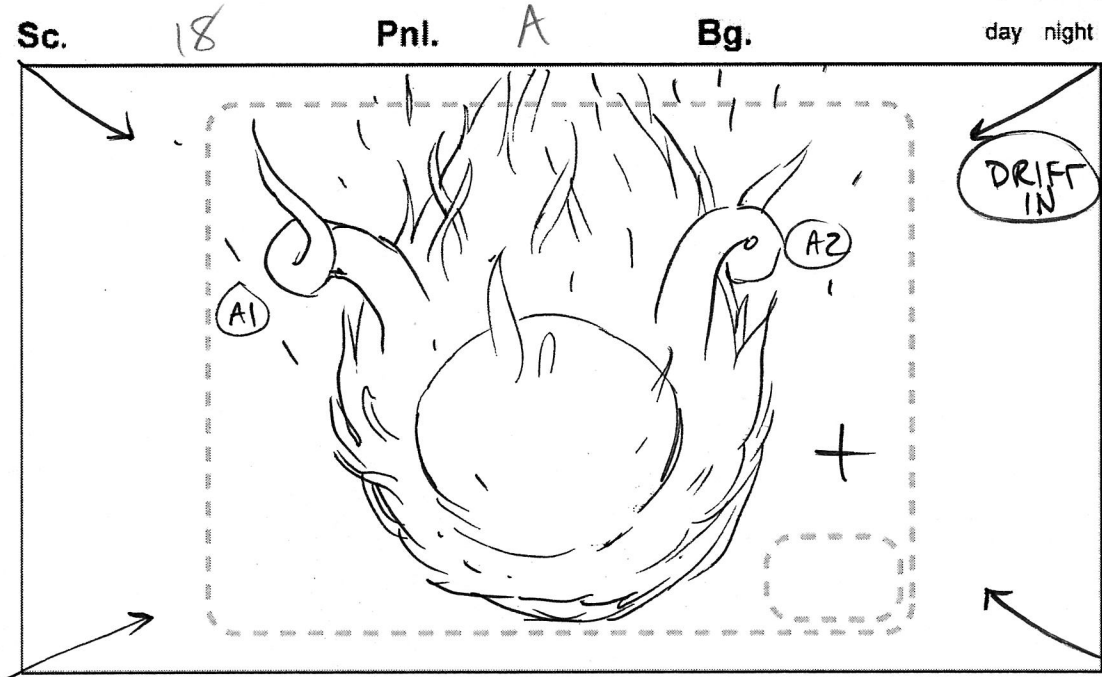
Timing:







EPISODE #

Production :

ADVENTURE TIME



Dialog:	(E) See how it writhes... → it <u>aches</u> for our extinction, it -- (interrupted)	
Action:	 	
Timing	 	

- flame horns lash around.

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Production :

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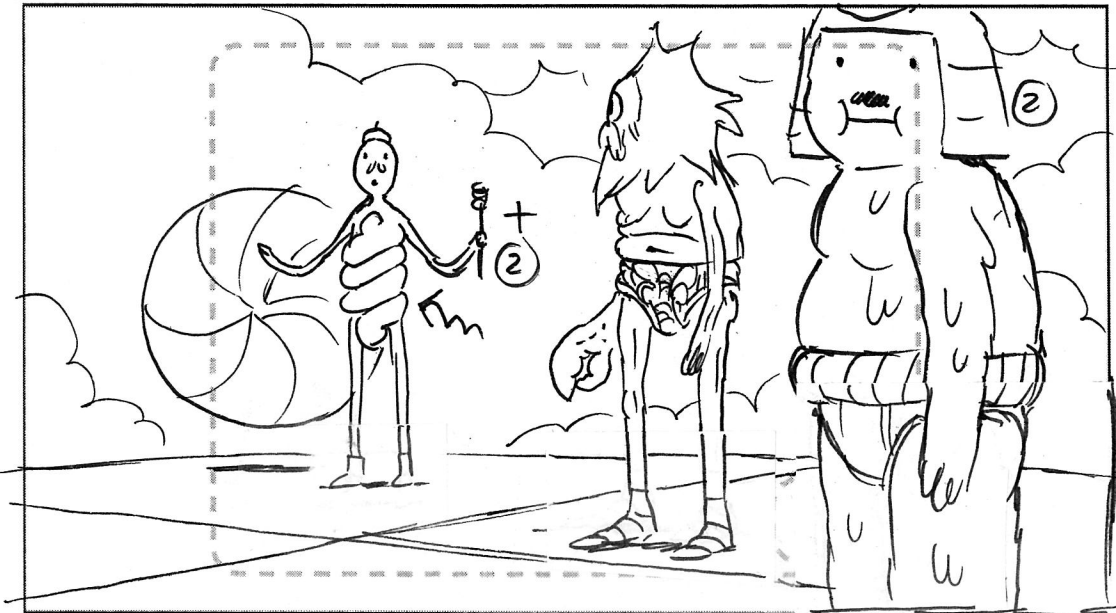
ADVENTURE TIME



Sc. 19 Pnl. B Bg. day night



Sc. 20 Pnl. A Bg. day night



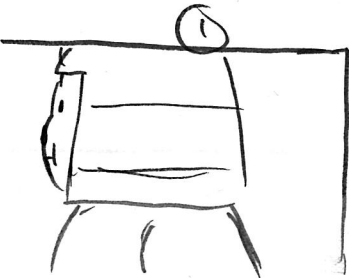
Dialog: CHATSBERRY OS: But Evergreen, →

① Even if the comet is as dangerous as you say,

② What can we possibly do?

Action:

Timing:



EPISODE #

Production :

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ADVENTURE TIME



Sc. 21 Pnl. A Bg. day night

Sc. 21 Pnl. B Bg. day night

Dialog:	<p>EVERGREEN(OS) We build a crown.</p> <p>CHATSERRY(OS): A crown? (disbelief)</p>
Action:	
Timing:	

EPISODE #

Production :

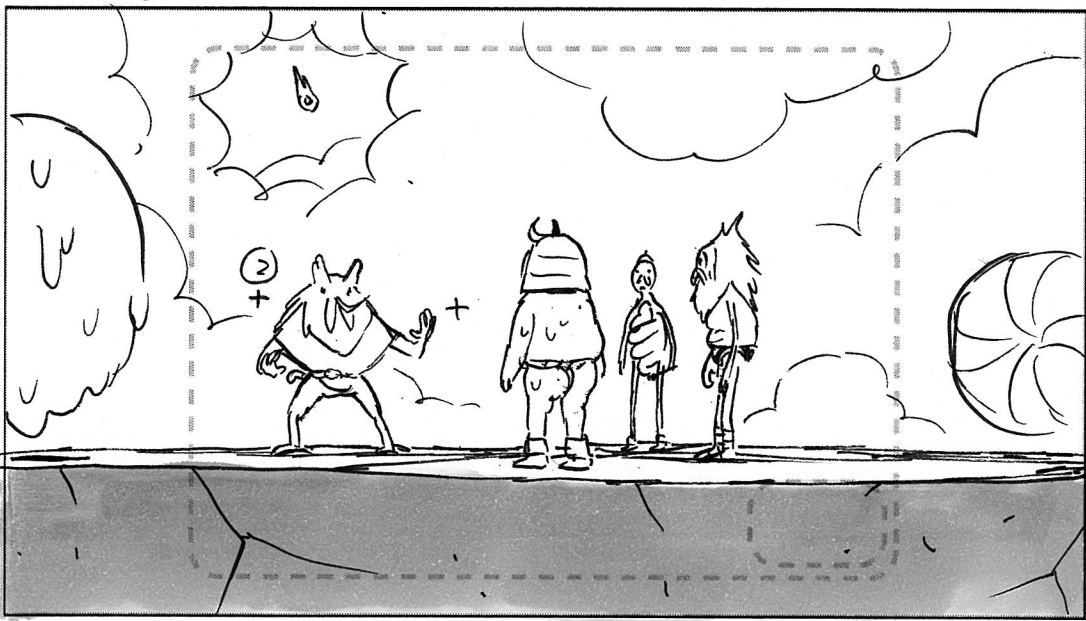
1025-178

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ADVENTURE TIME





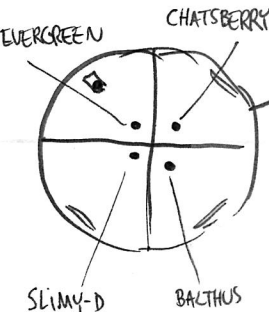
Sc. 22 Pnl. A Bg. day night



Sc. 23 Pnl. A Bg. day night



Dialog: (E) ② A mystical crown,
③ like none seen before or ever after.

Action:				<p>- Evergreen summons an ice-magic diagram of the crown.</p> <p>All characters stay confined in their own corresponding quadrant.</p>
Timing:				

EPISODE #

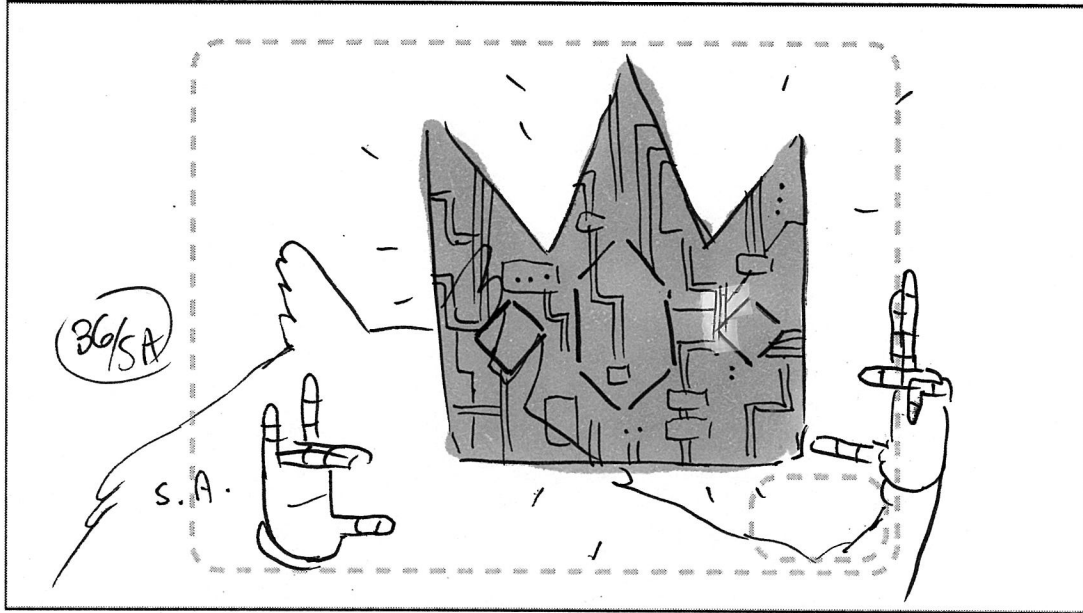
1025-178

Production :

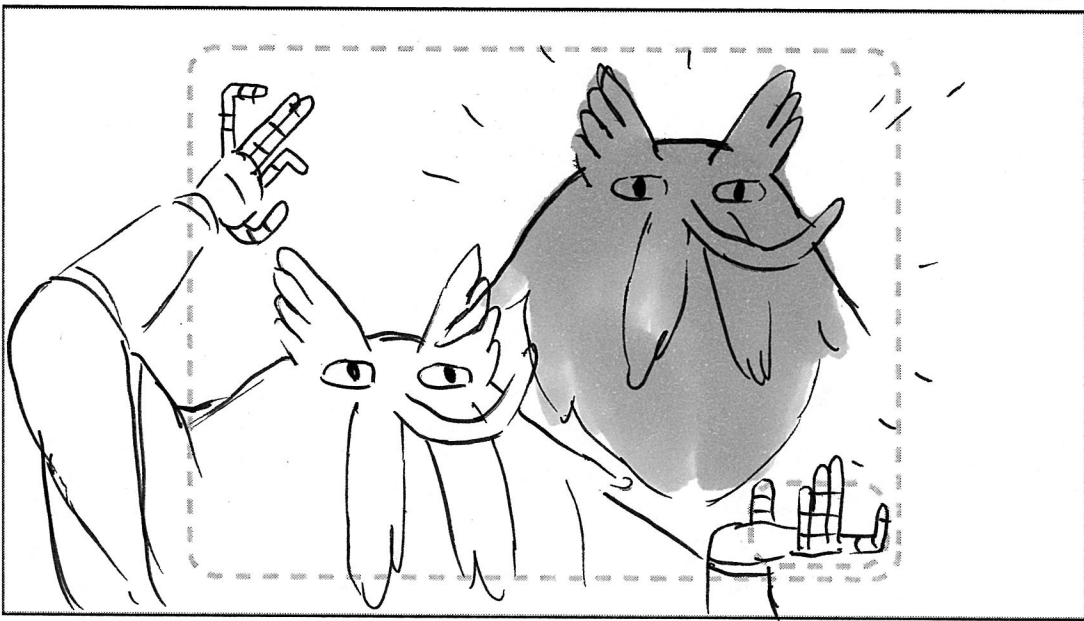
ADVENTURE TIME



Sc. 23 Pnl. B Bg. day night



Sc. 23 Pnl. C Bg. day night



Dialog:	→ whose phantasmal circuitry...	→ ... will <u>bond</u> to its bearer...
Action:	- circuitry diagram dissolves onto crown diagram	- ice magic diagram becomes Evergreen's head.
Timing:		

Production :

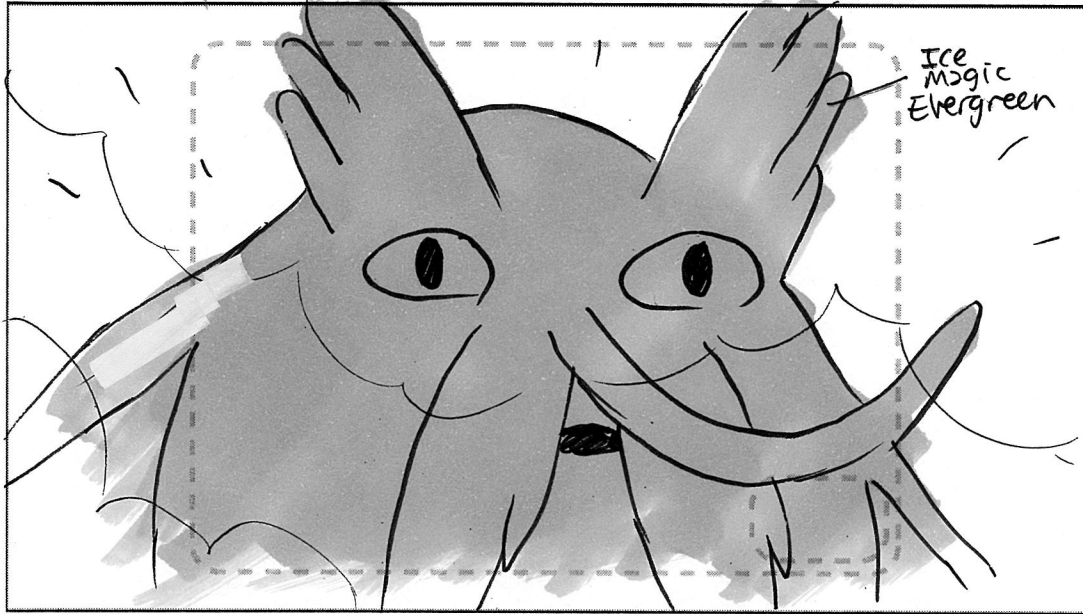
EPISODE #

1025-178

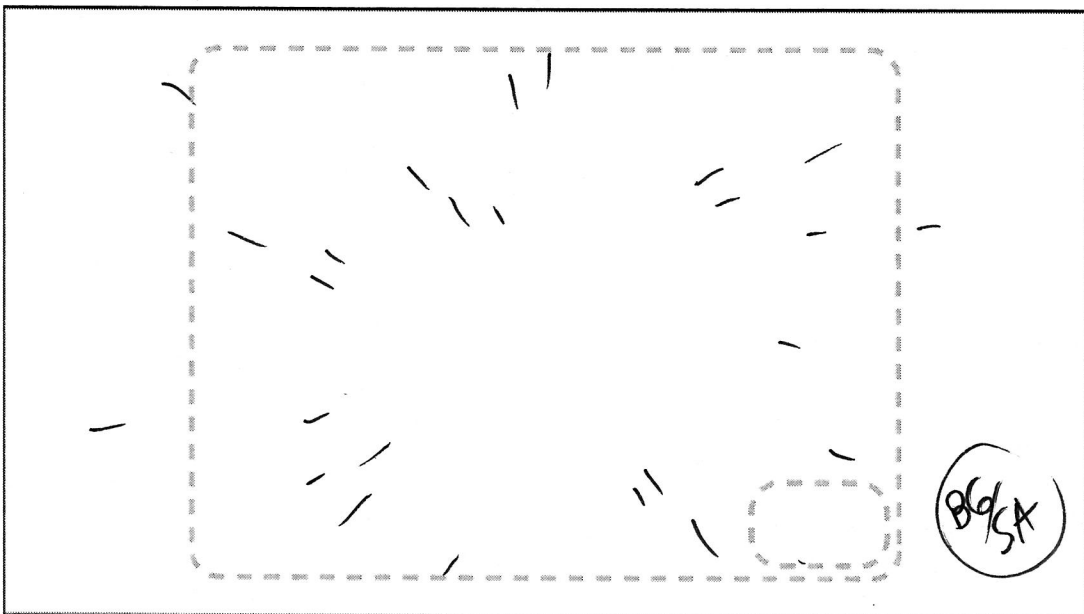
ADVENTURE TIME



Sc. 24 Pnl. A Bg. day night



Sc. 24 Pnl. B Bg. day night



Dialog:	<div>Ice Magic Evergreen</div> and grant him his one deepest wish...
Action:	
Timing:	

EPISODE # 1025-178
Production :

Sc. 24

Pl. C

Bg.



DIALOG
(E:) To destroy the hideous comet which threatens our world!

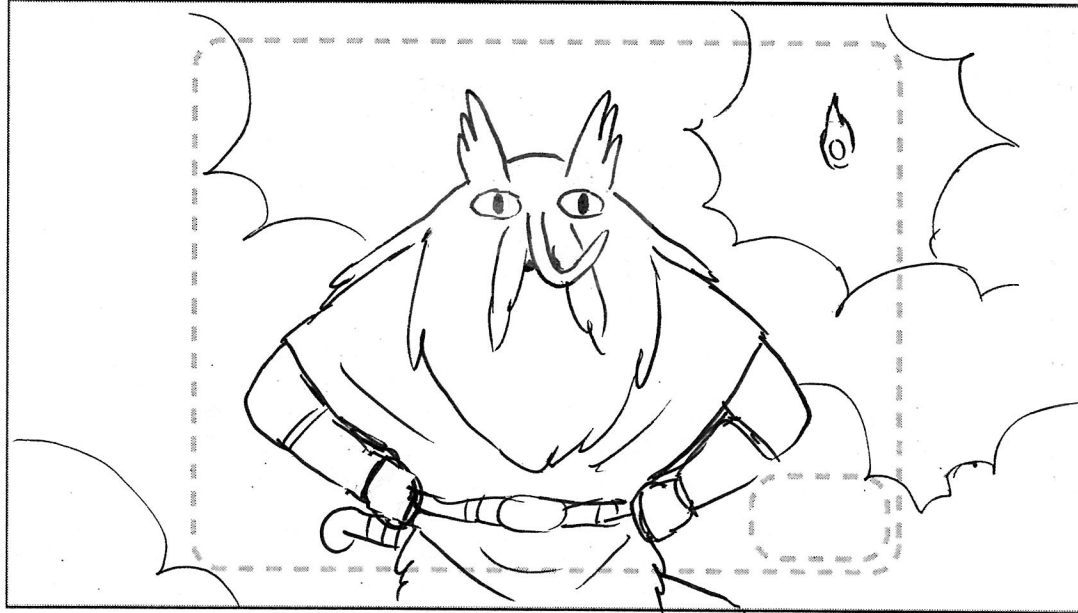
1025-178

ADVENTURE TIME

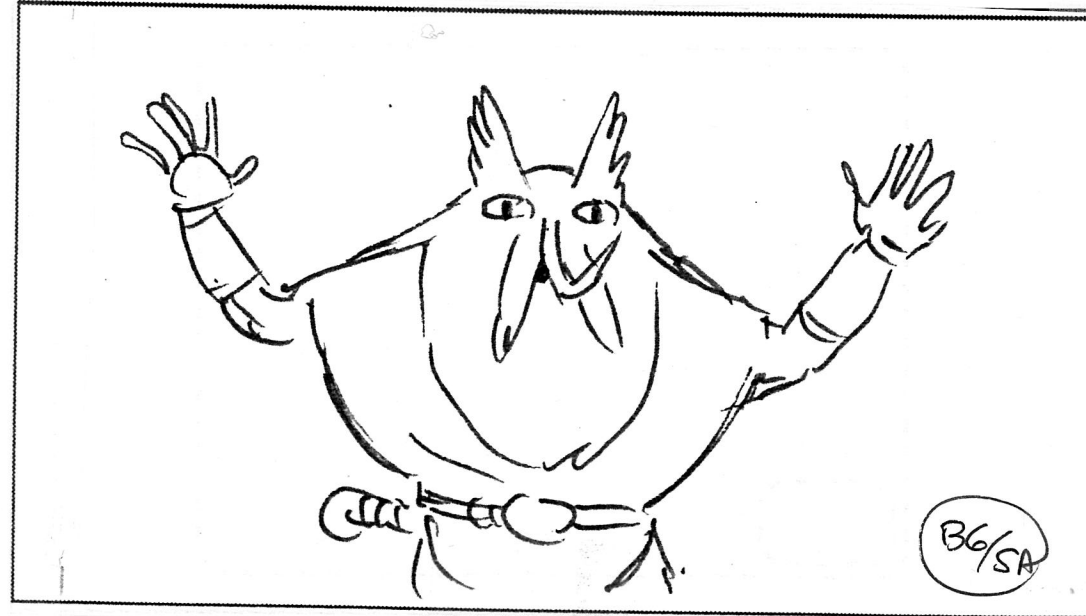


Page 35

Sc. 25 Pnl. A Bg. day night



Sc. 25 Pnl. B Bg. day night



Dialog: (E:) The good news is: I already built the crown.
The bad news: it needs a power source—

(E:) The enchanted Ruby eyes of the ancient lava dog Magwood!

Action:

Timing:

Production :

EPISODE #

1025-178

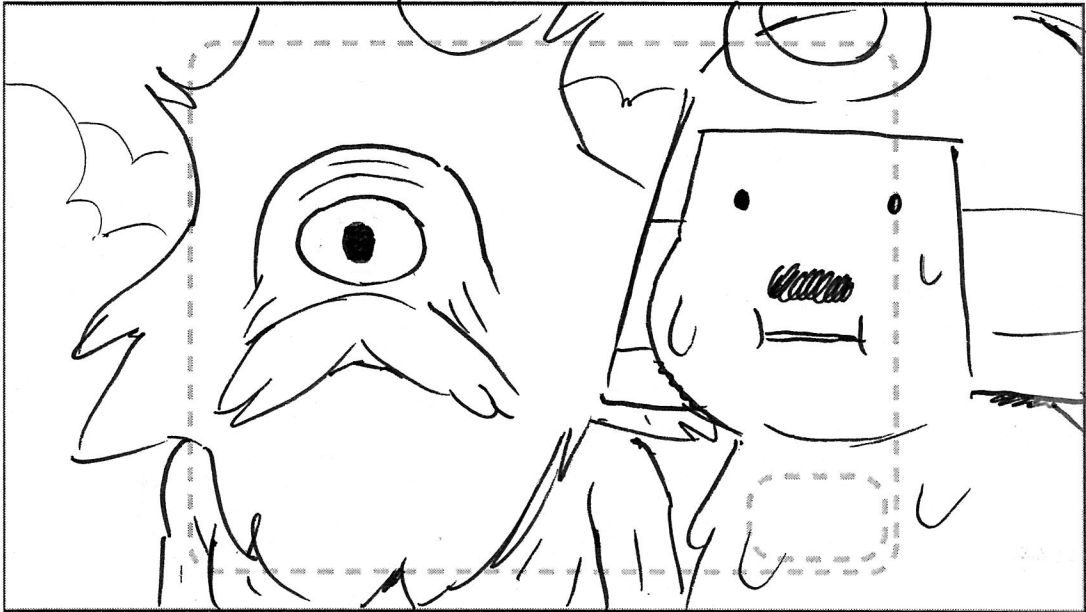
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ADVENTURE TIME

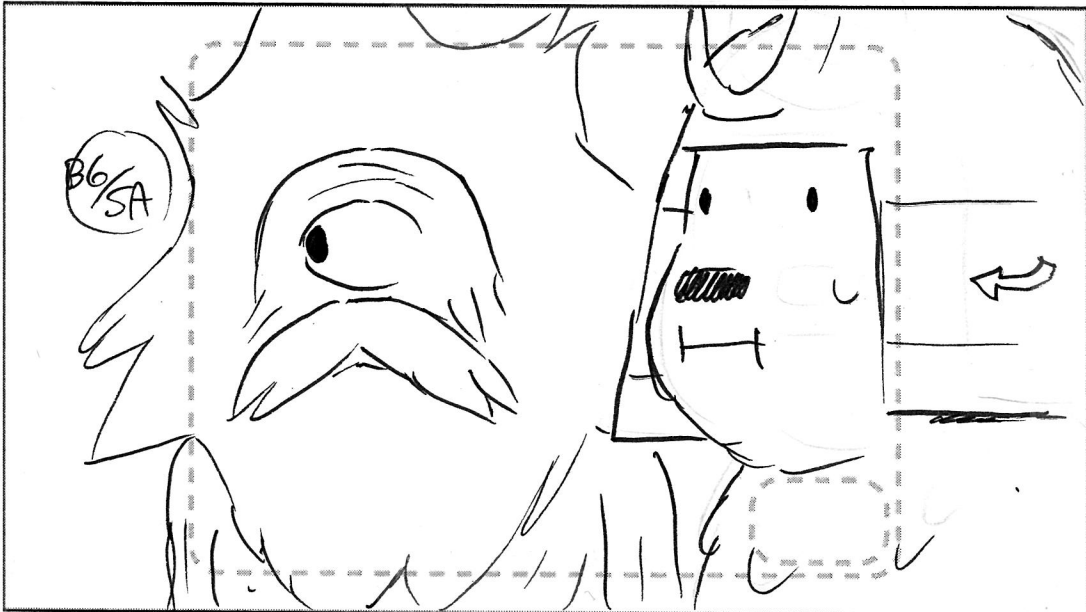


Page 36

Sc. 26 Pnl. A Bg. day night



Sc. 26 Pnl. B Bg. day night



Dialog:

E: (O.S.) and that's where
you come in.

CHATSBERY (OS) wait, wait...

Action:

Timing:

EPISODE #

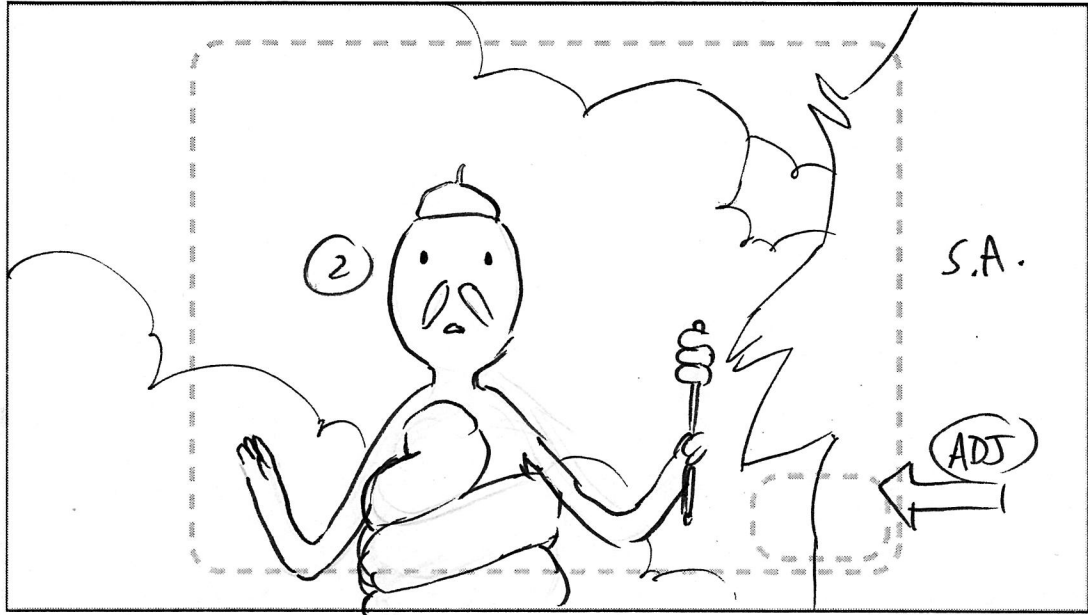
Production :

1025-178

ADVENTURE TIME



Sc. 26 Pnl. C Bg. day night



Sc. 27 Pnl. A Bg. day night



Dialog: CHATSBERRY: Evergreen, please - CHATSB: → You are a fine alchemist indeed, →

Action:

Timing:



EPISODE #

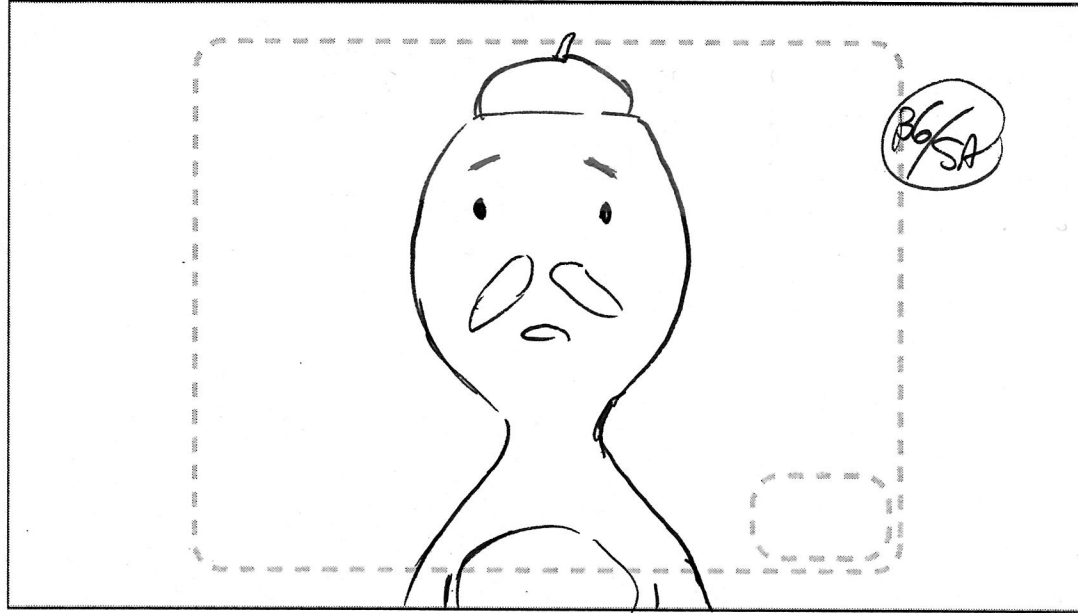
1025-178

Production :

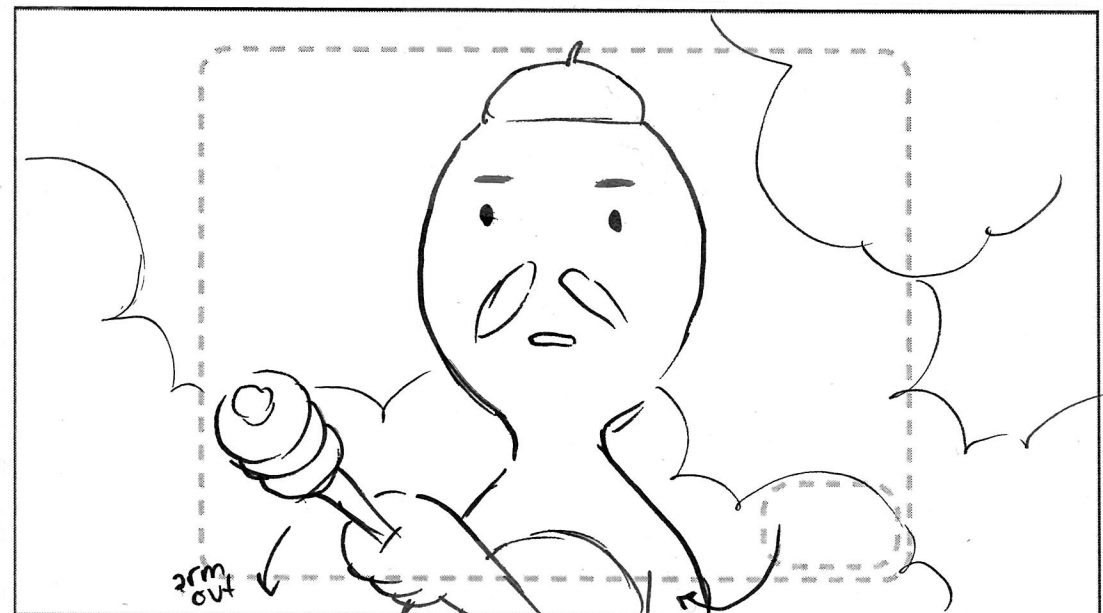
ADVENTURE TIME



Sc. 27 Pnl. B Bg. day night



Sc. 27 Pnl. C Bg. day night



Dialog: (CHTSB) → but wish-magic is really the real deal. → This wish may see things in you you cannot see yourself.

Action:

Timing:

EPISODE #

1025-178

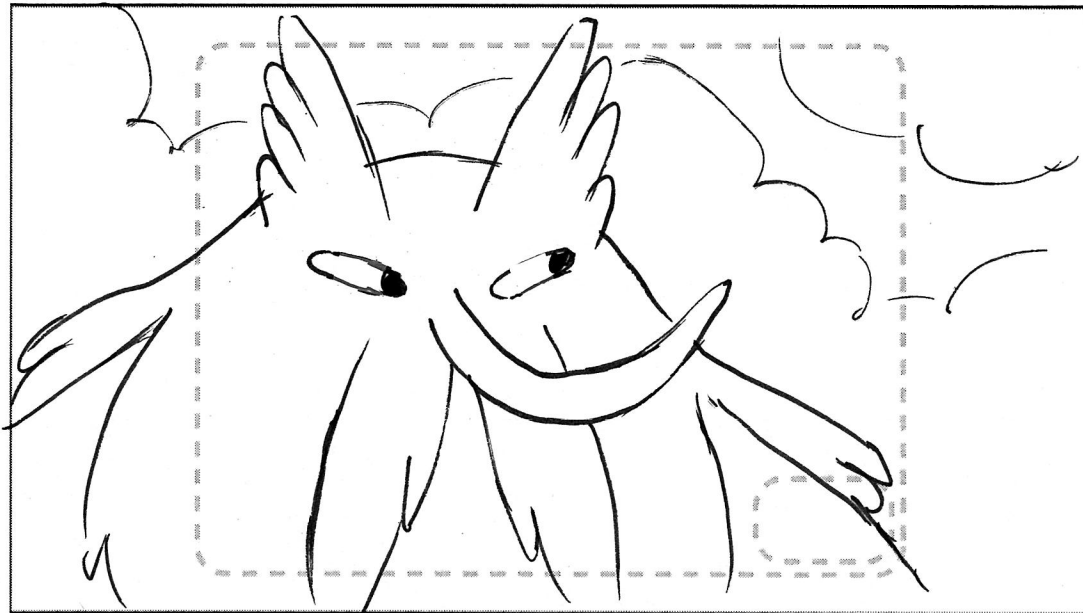
Production :

ADVENTURE TIME

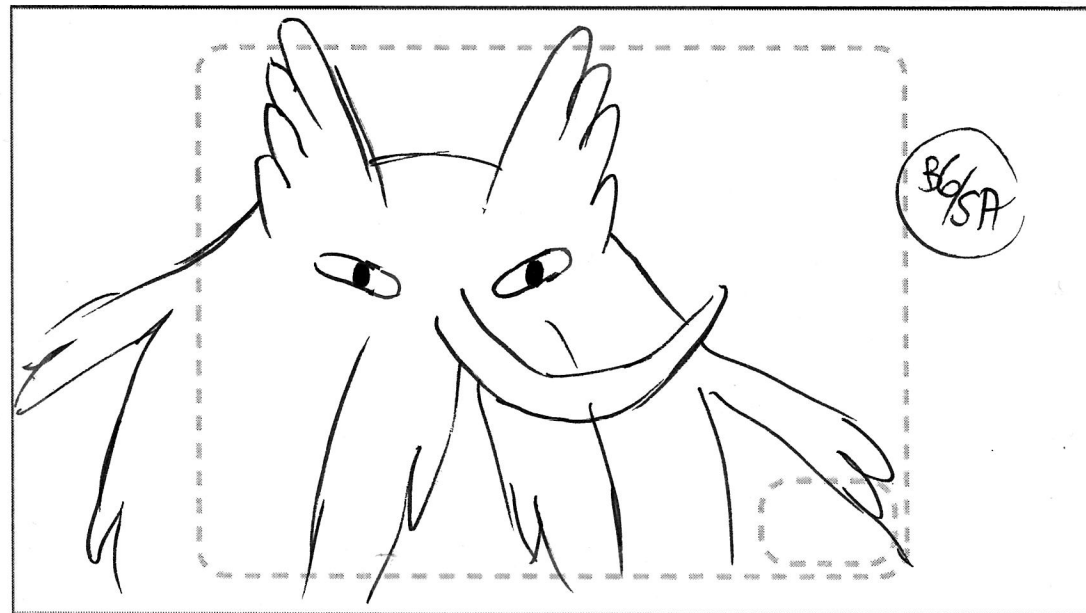


Page 39

Sc. 28 Pnl. A Bg. day night



Sc. 28 Pnl. B Bg. day night



Dialog: CHATSBERRY OS: Can you truly say
you know your heart's truest
desire?

BALTHUS OS: I'm with
Chatsberry.

Action: -Evergreen looks at Balthus after
Balthus speaks

Timing:

Production :

EPISODE #

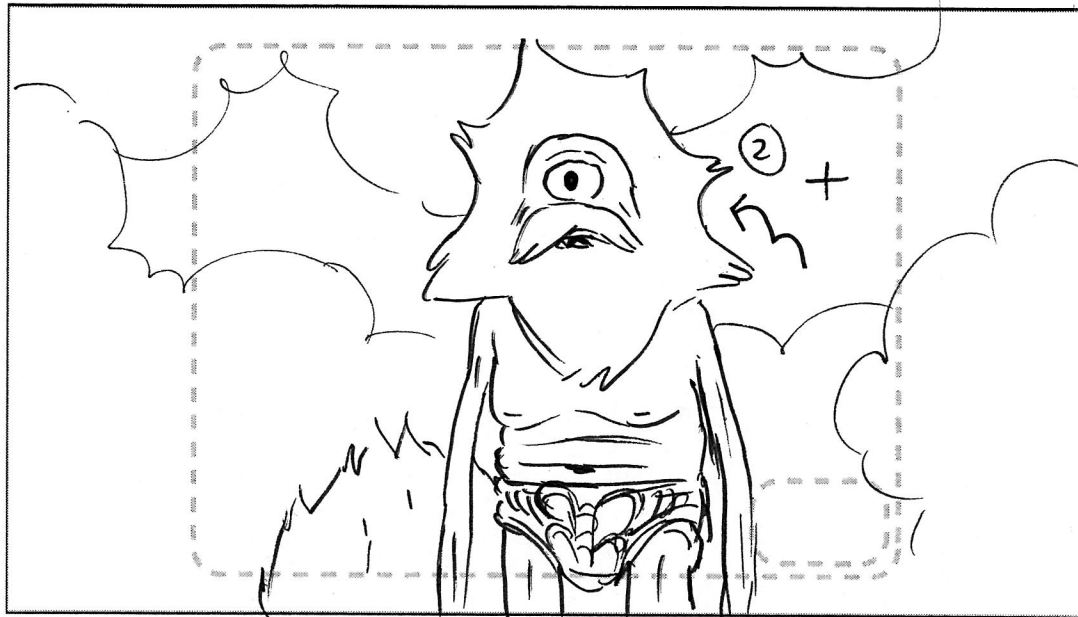
1025-178

ADVENTURE TIME



Page 40

Sc. 29 Pnl. A Bg. day night



Sc. 29 Pnl. B Bg. day night

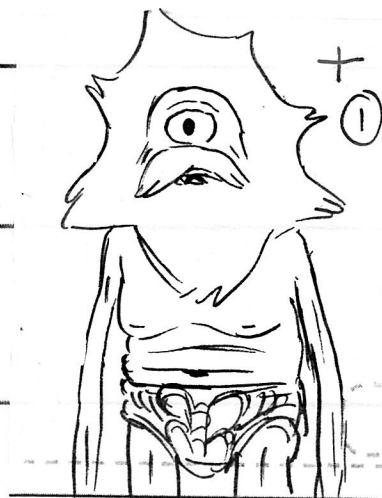


Dialog: (B:) A wish is the far more dangerous threat.

Action:

Timing:

(B:) If this comet hits, we four indeed may perish, →



Production :

EPISODE #

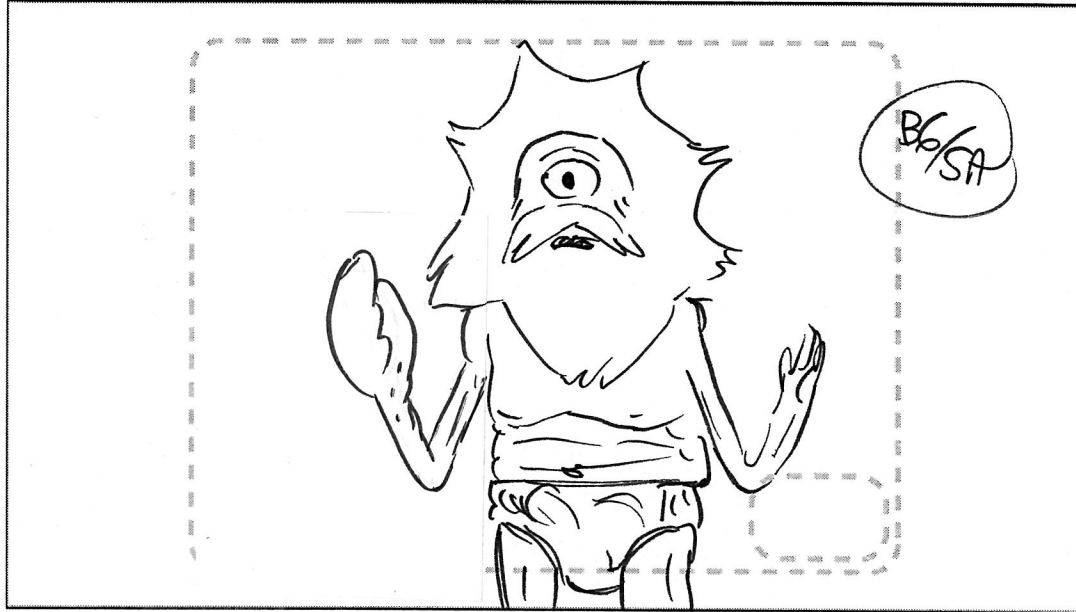
1025-178

ADVENTURE TIME

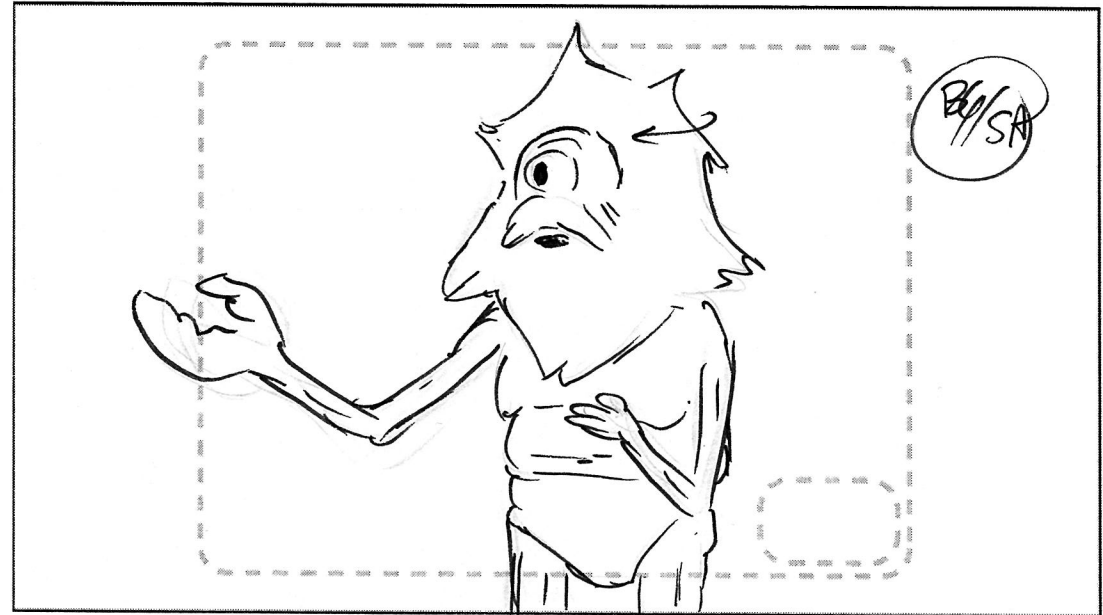


Page 41

Sc. 29 Pnl. C Bg. day night



Sc. 29 Pnl. D Bg. day night



Dialog:

→ but the elements we embody,

Action:

Timing:

- ① Fire, Ice,
- ② candy and slime,



EPISODE #

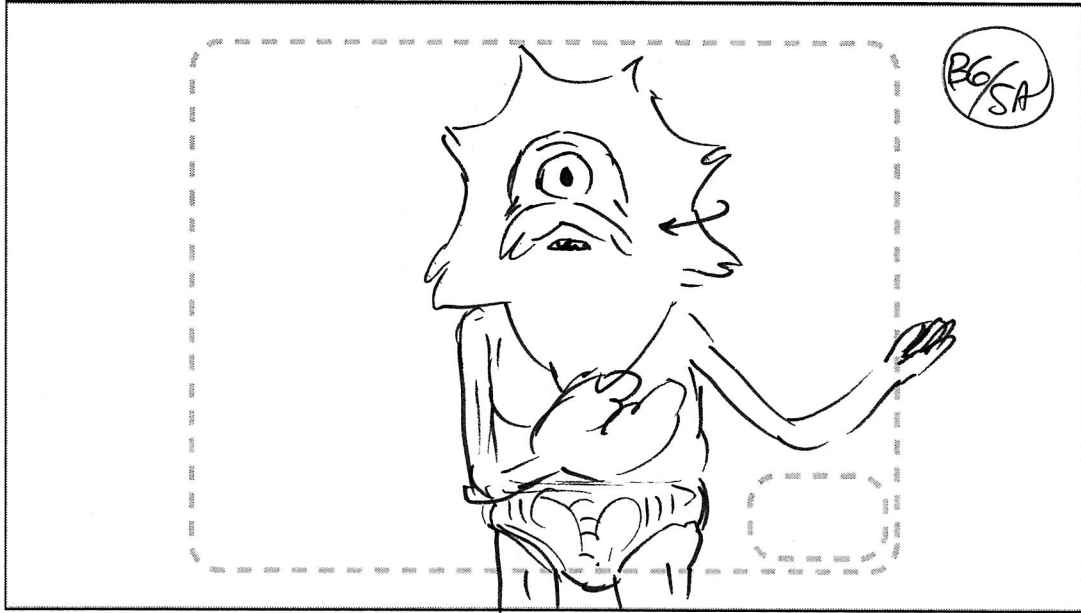
1025-178

Production :

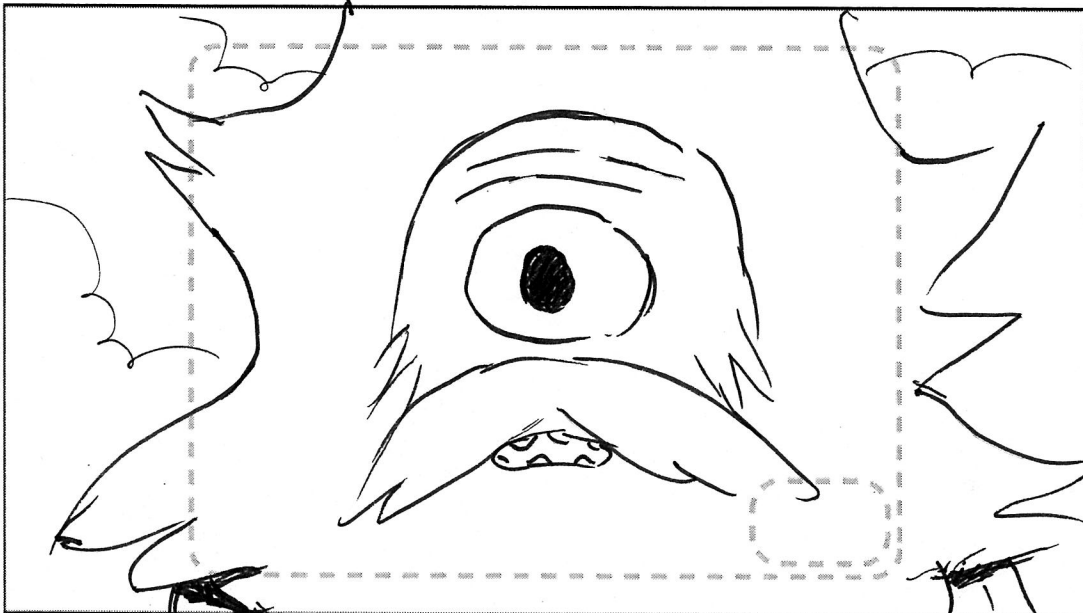
ADVENTURE TIME



Sc. 29 Pnl. E Bg. day night



Sc. 30 Pnl. A Bg. day night



Dialog:	(B) → will live on.	(B:) But a misplaced wish could cause irreversible damage to the very structure of existence!
Action:		
Timing:		

Production :

EPISODE #

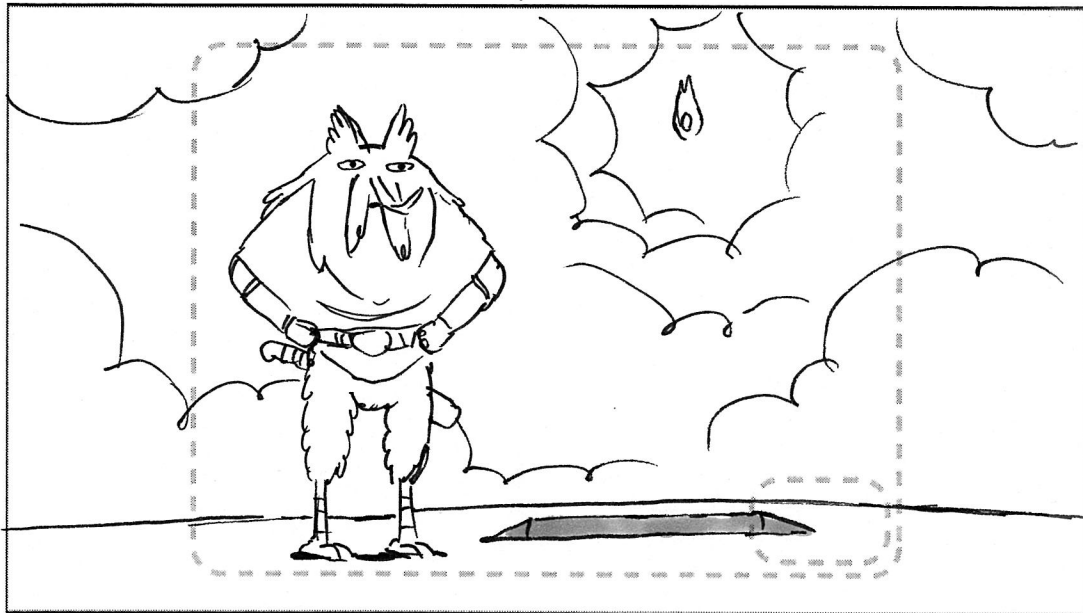
1025-178

ADVENTURE TIME

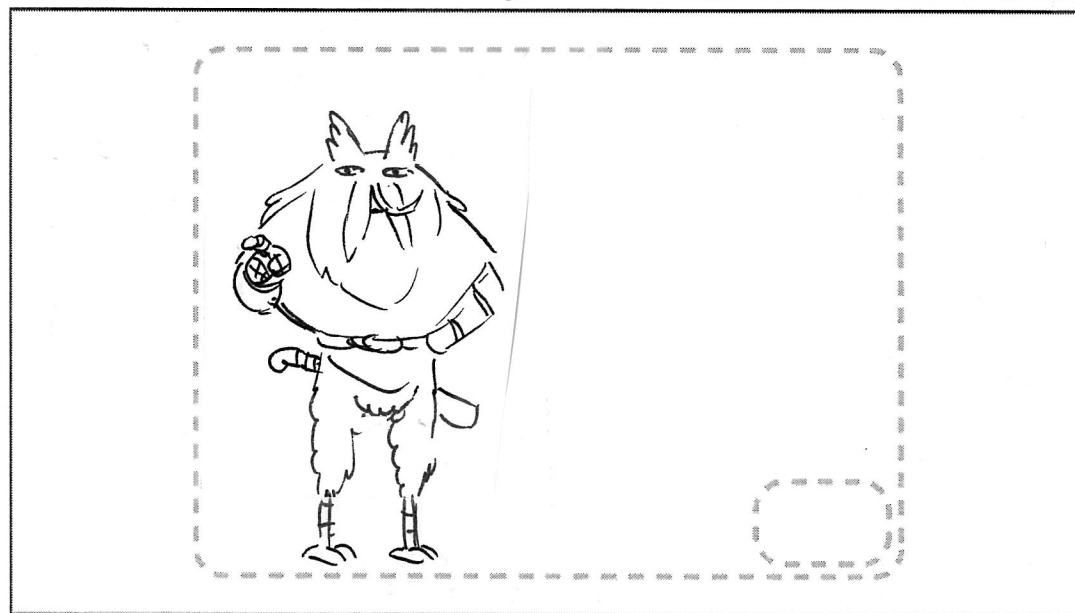


Page 43

Sc. 31 Pnl. 4 Bg. day night



Sc. 31 Pnl. B Bg. day night



Dialog: (E) Well that's just great.

(E) → What about you, Slimy-D?

Action: -Evergreen points at Slimy-D.

Timing:

Production :

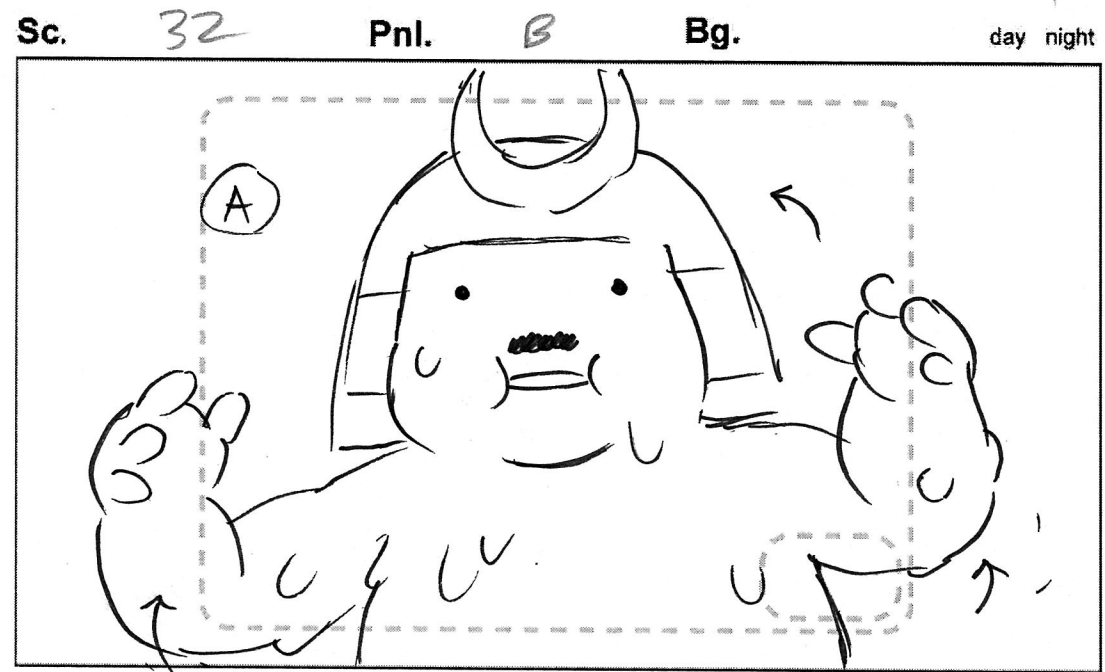
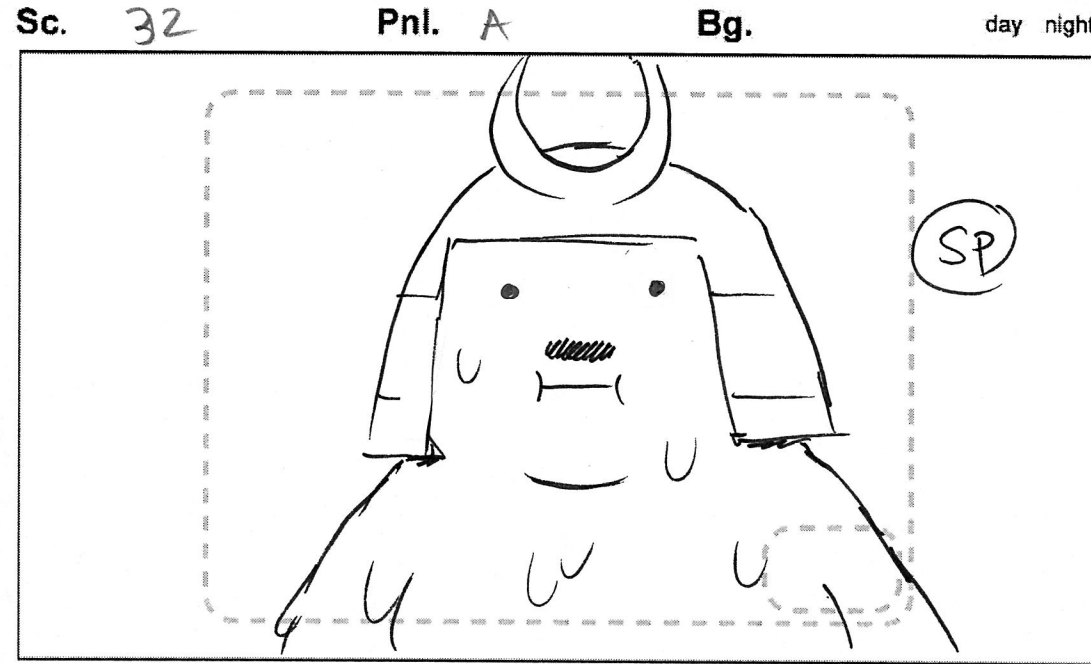
EPISODE #

1U25-178

ADVENTURE TIME



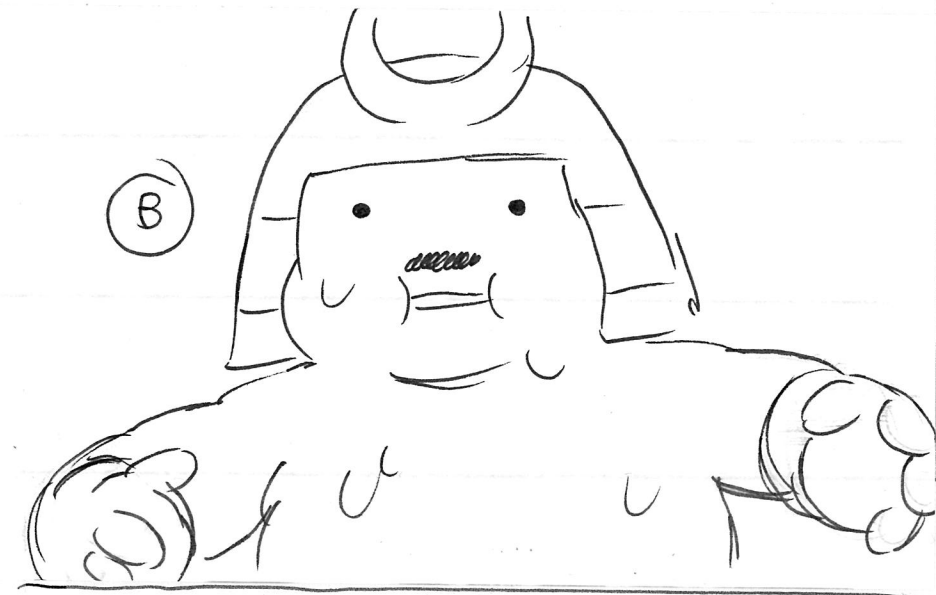
Page 44
day night



Dialog: SLIMY-D: (A) Yo, Yo -
(B) my name's Slimy-D
(A) and I'm here to -

Action: - Slimy-D starts rappin'

Timing:



EPISODE #

Production :

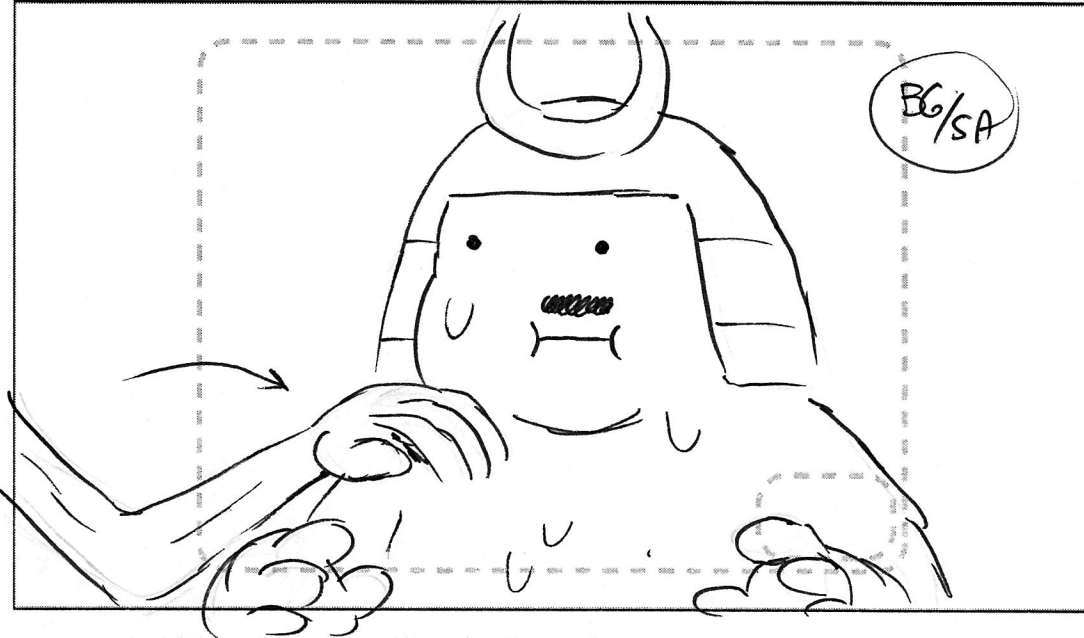
1025-178

ADVENTURE TIME

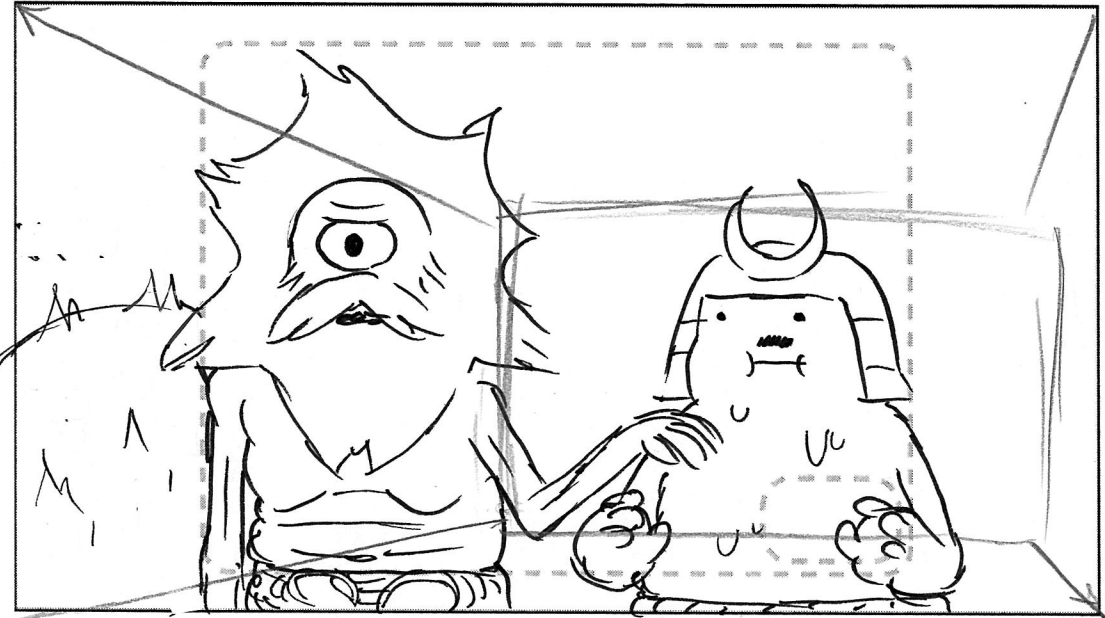


Page 45

Sc. 32 Pnl. C Bg. day night



Sc. 32 Pnl. D Bg. day night



Dialog:

BALTHUS: Slimy-D stands → with us.
(OS)

Action: - Slimy-D gets cut-off mid-rap
by Balthus putting his hand on Slimy-D's
shoulder.

Timing:

EPISODE #

Production :

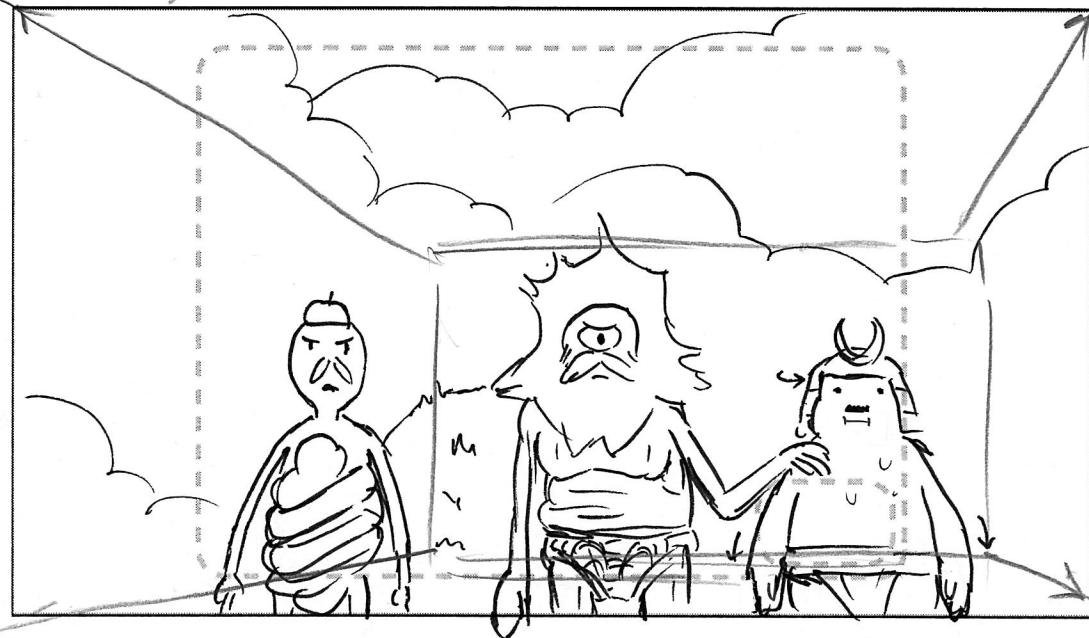
1025-178

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ADVENTURE TIME



Sc. 32 Pnl. E Bg. day night



Sc. 33 Pnl. A Bg. day night



Dialog:	CHATS BERRY: We reject your plan Urgence Evergreen, →	→ the vote is three to one.
Action:	Chatsberry starts speaking before truck-out	
Timing:		



EPISODE #

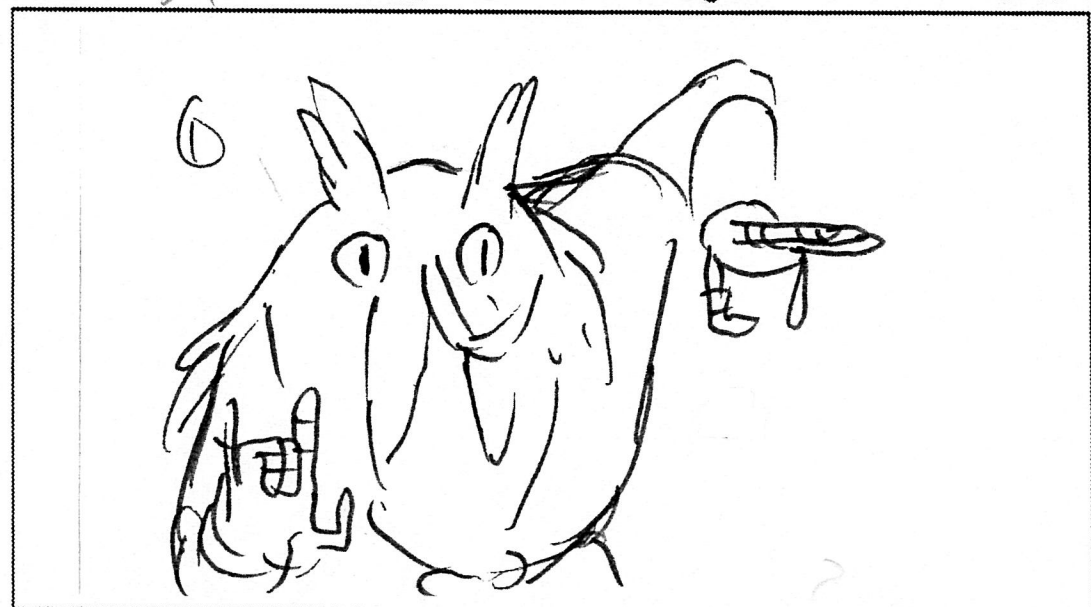
Production :

1025-178

Sc. 34 Pnl. A Bg. day night



Sc. 34 Pnl. B Bg. day night



Dialog:

(E) Very well then -
You leave me NO
choice.

Action:

Timing:

- Evergreen casts an ice spell by
performing magical gestures.

EPISODE #

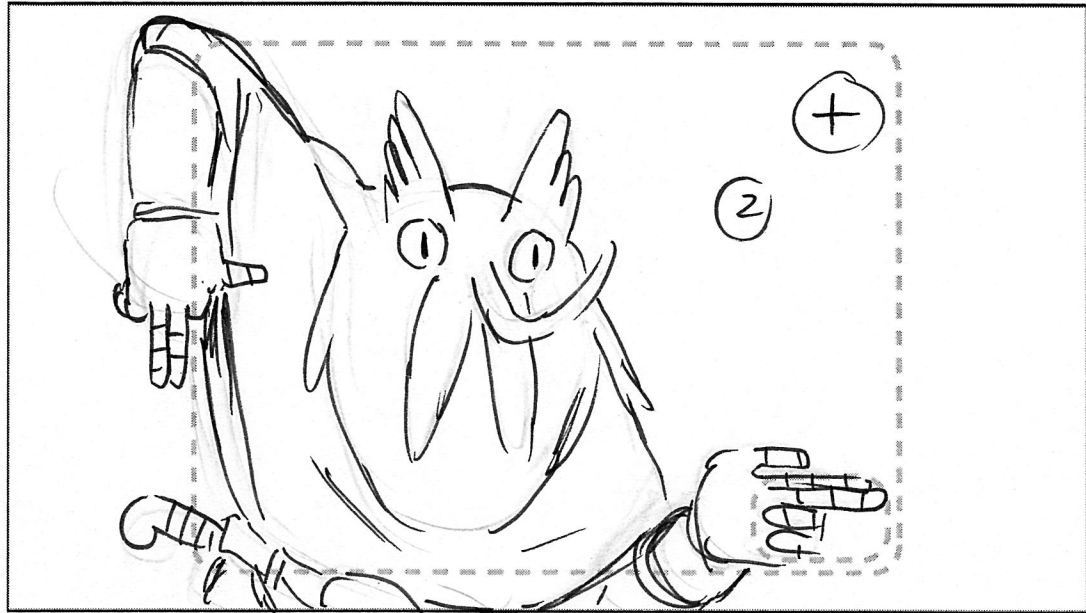
Production :

1025-178

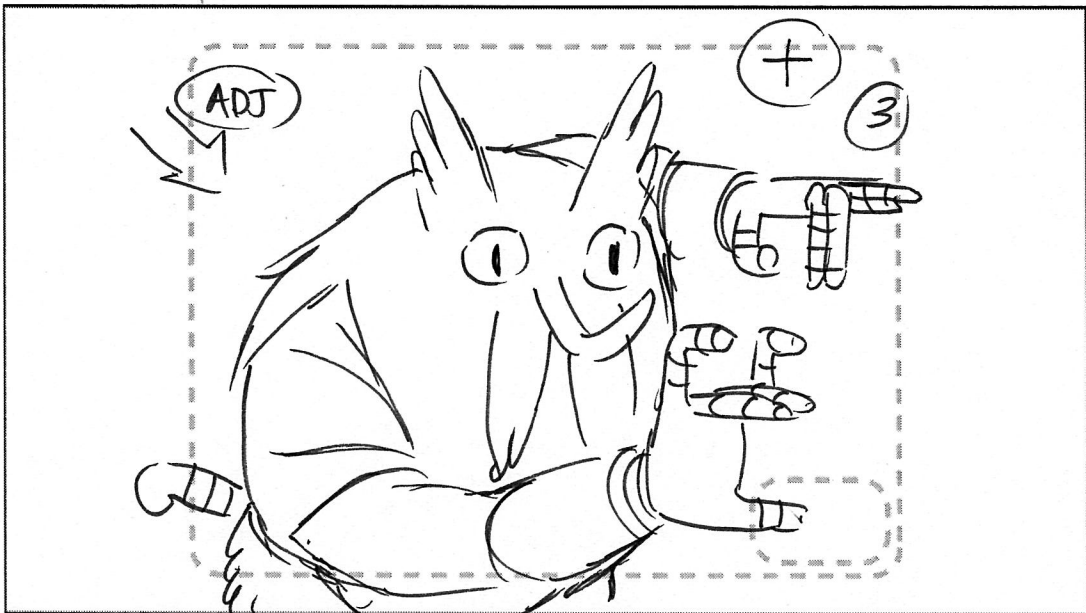
ADVENTURE TIME



Sc. 34 Pnl. C Bg. day night



Sc. 34 Pnl. D Bg. day night



Dialog:
Action:
Timing:

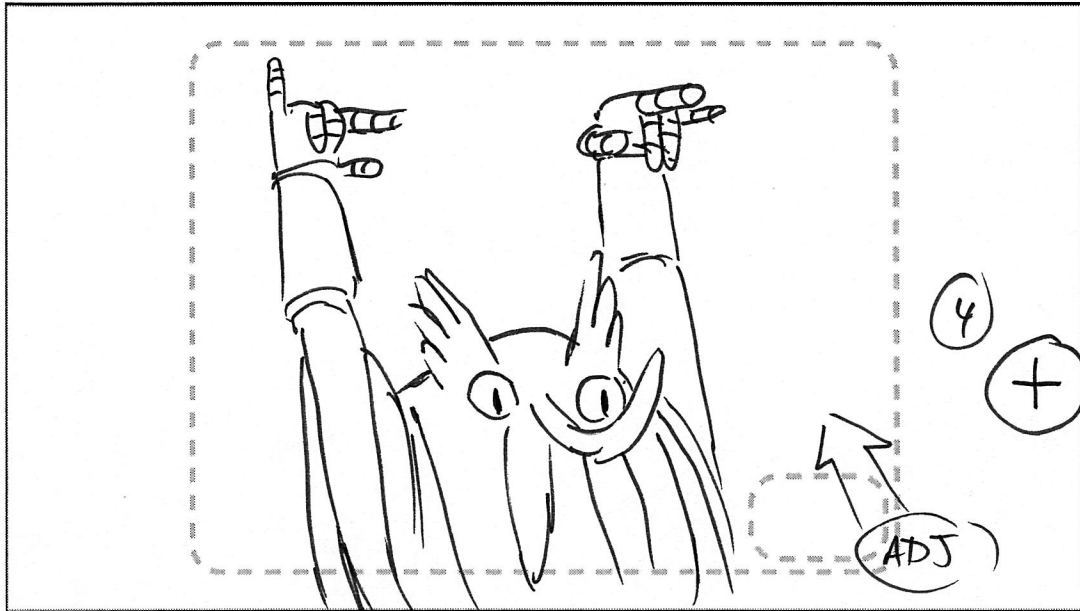
EPISODE #

Production :

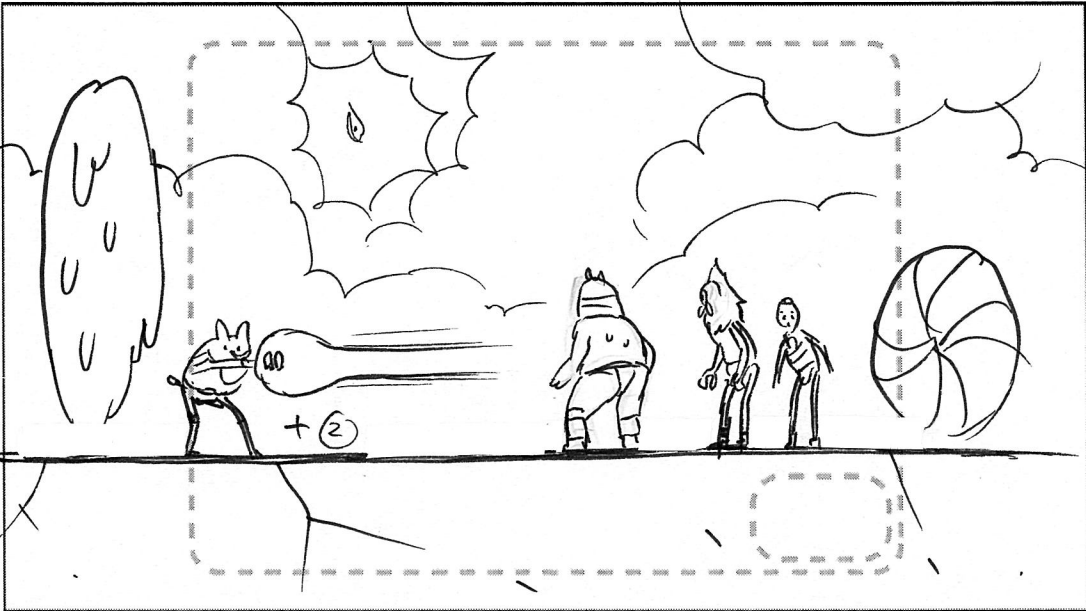
ADVENTURE TIME




Sc. 34 Pnl. E Bg. day night



Sc. 35 Pnl. A Bg. day night



Dialog:	SFX: ZAP!	
Action:		-Evergreen shoots an ice beam at Slimy-D
Timing:		

EPISODE #

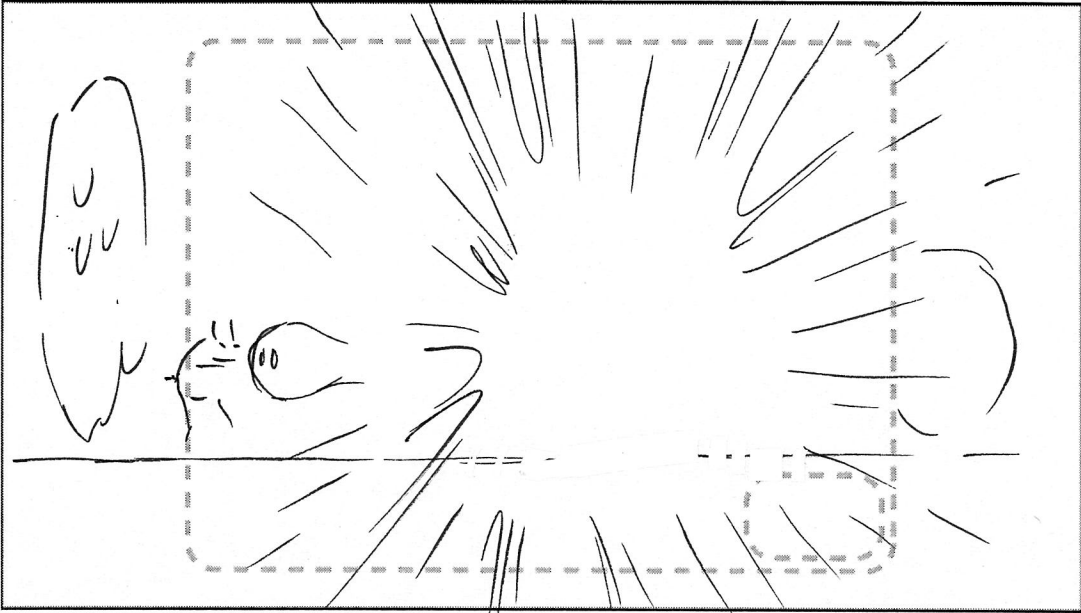
Production :

1025-178

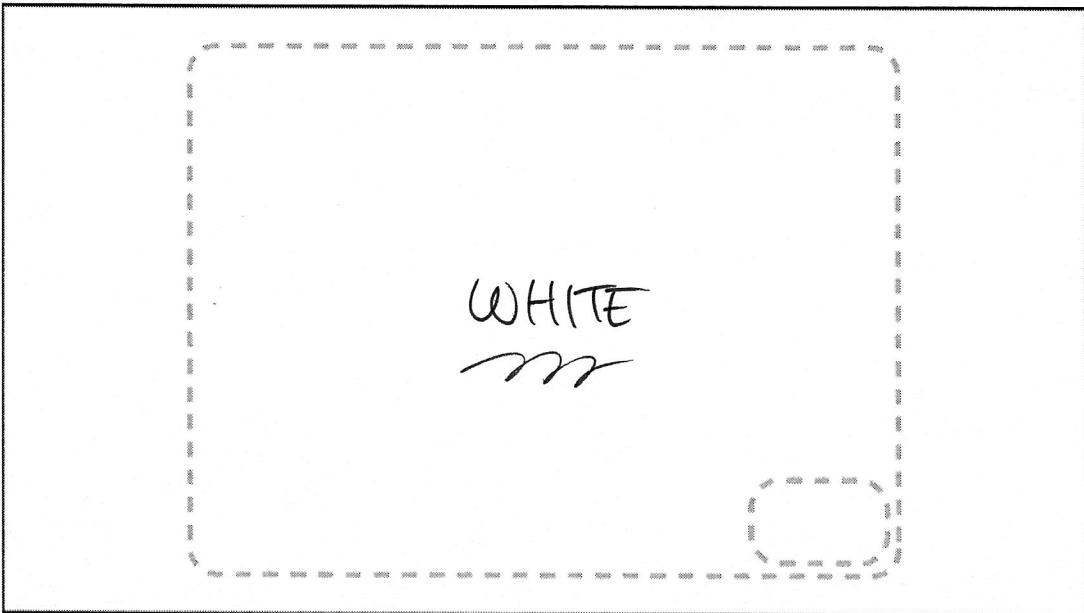
ADVENTURE TIME



Sc. 35 Pnl. B Bg. day night



Sc. 35 Pnl. C Bg. day night



Dialog:
Action: - Ice beam hits Slimy-D and fills the screen with white ice energy
Timing:

Production :

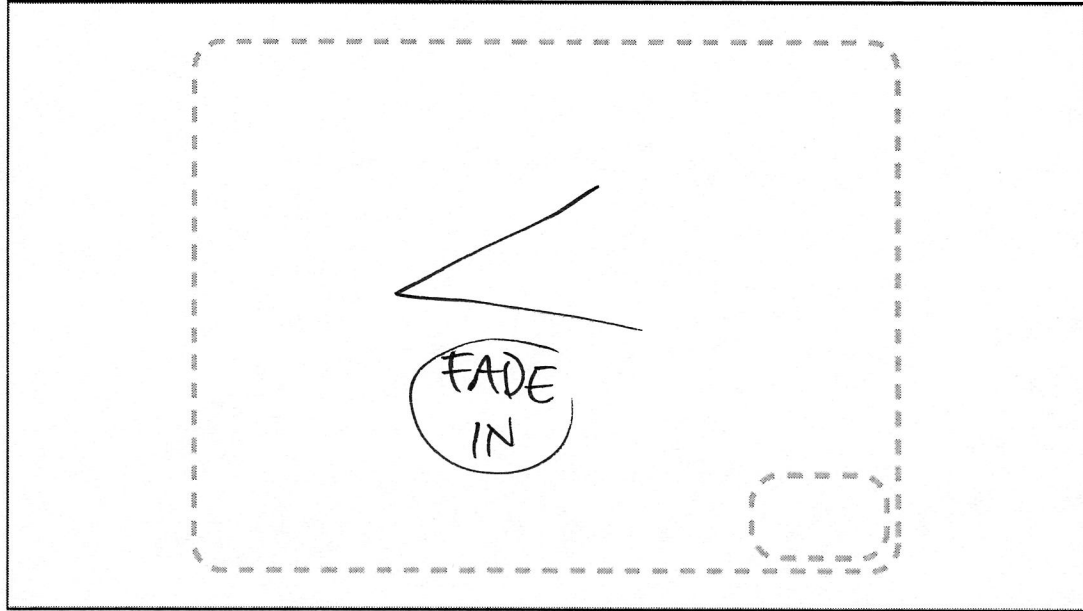
EPISODE #

1025-178

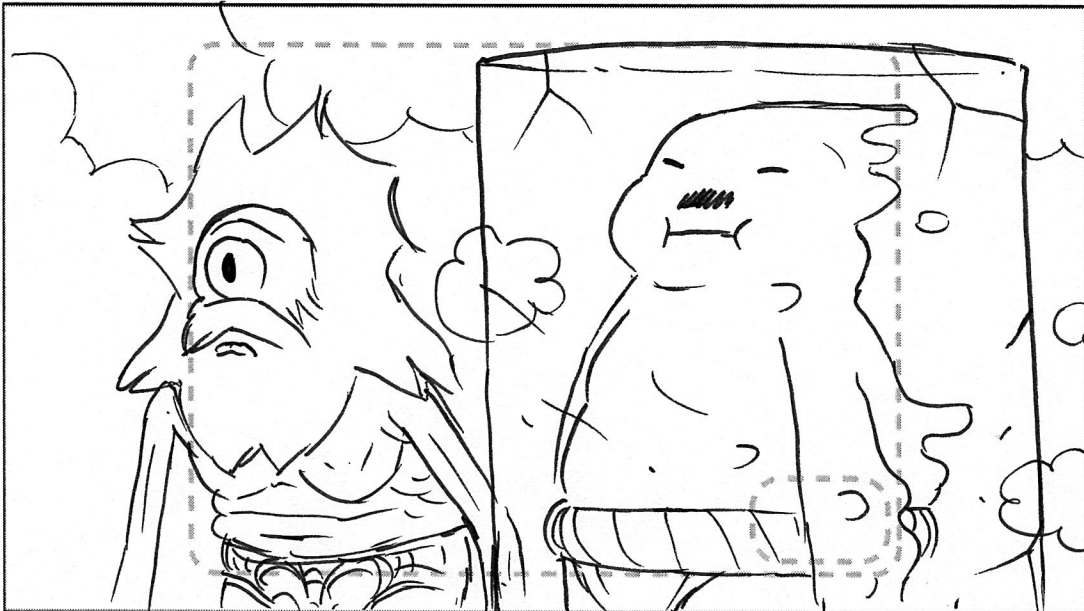
ADVENTURE TIME



Sc. Pnl. Bg. day night



Sc. 36 Pnl. A Bg. day night



Dialog:	
Action:	- mist clears away.
Timing:	

Production :

EPISODE #

1025-178

ADVENTURE TIME



Page 52

Sc. 36 Pnl. B Bg. day night



Sc. 36 Pnl. C Bg. day night



Dialog:	SFX: ZAP!
Action:	- Balthus is hit by an offscreen ice beam
Timing:	

EPISODE #

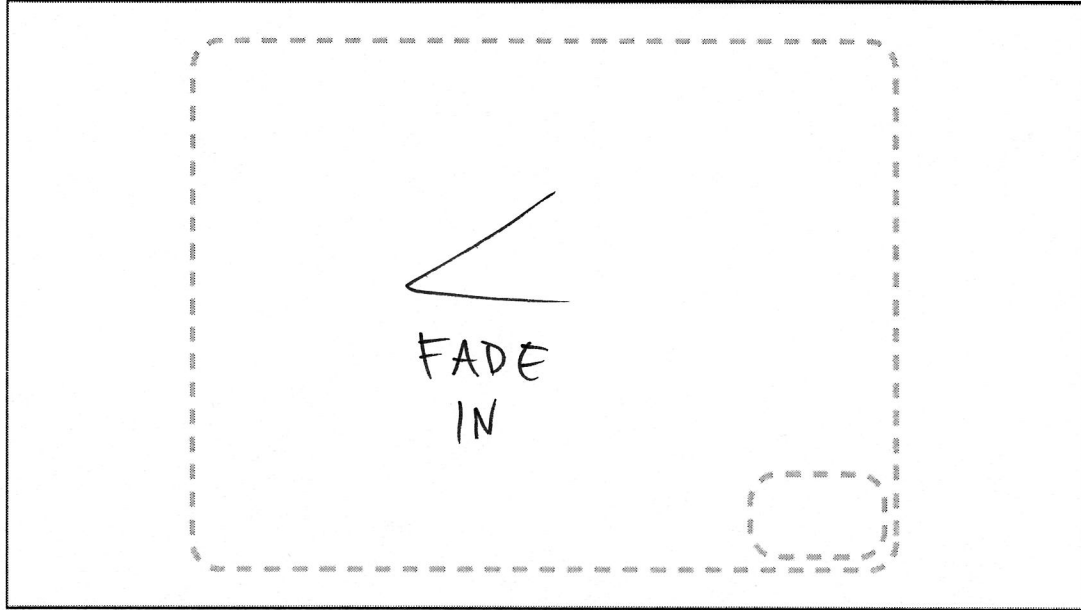
1025-178

Production :

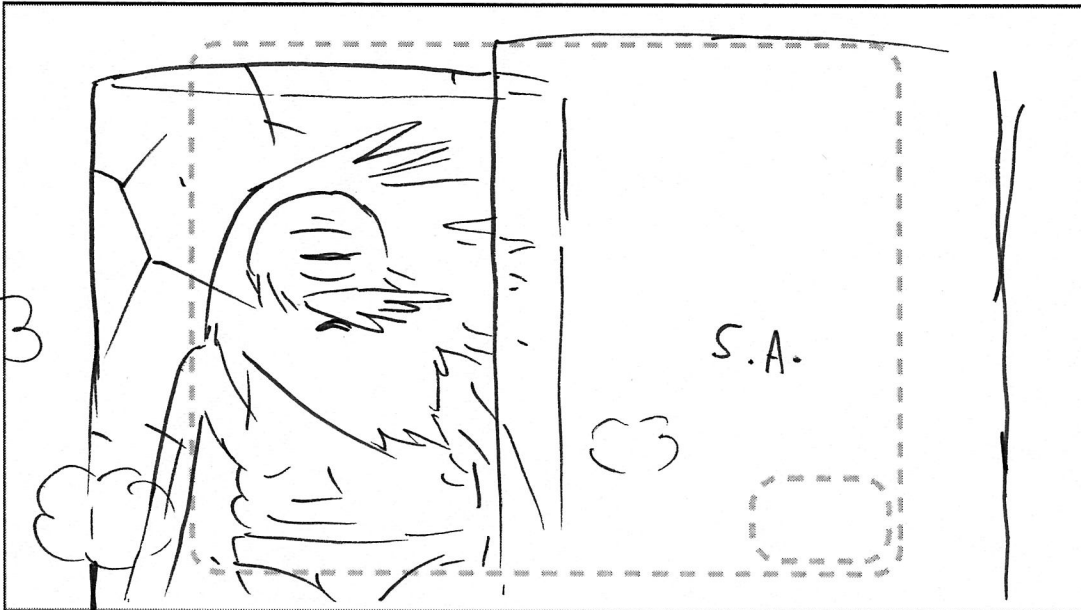
ADVENTURE TIME



Sc. Pnl. Bg. day night



Sc. 36 Pnl. D Bg. day night



Dialog:
Action: - mist clears
Timing:

EPISODE #

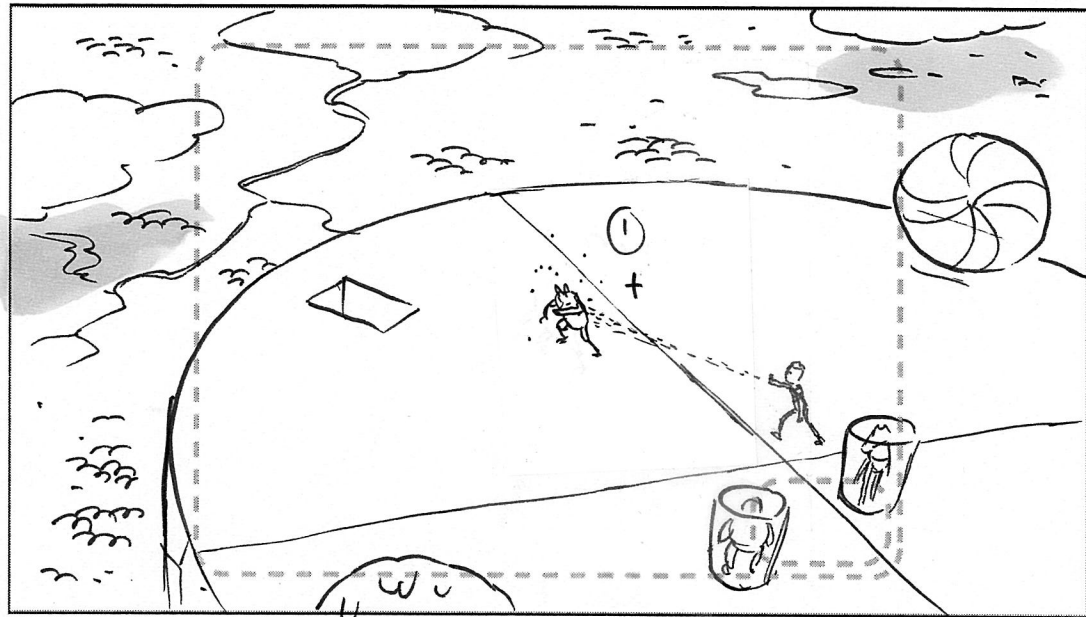
Production :

1025-178

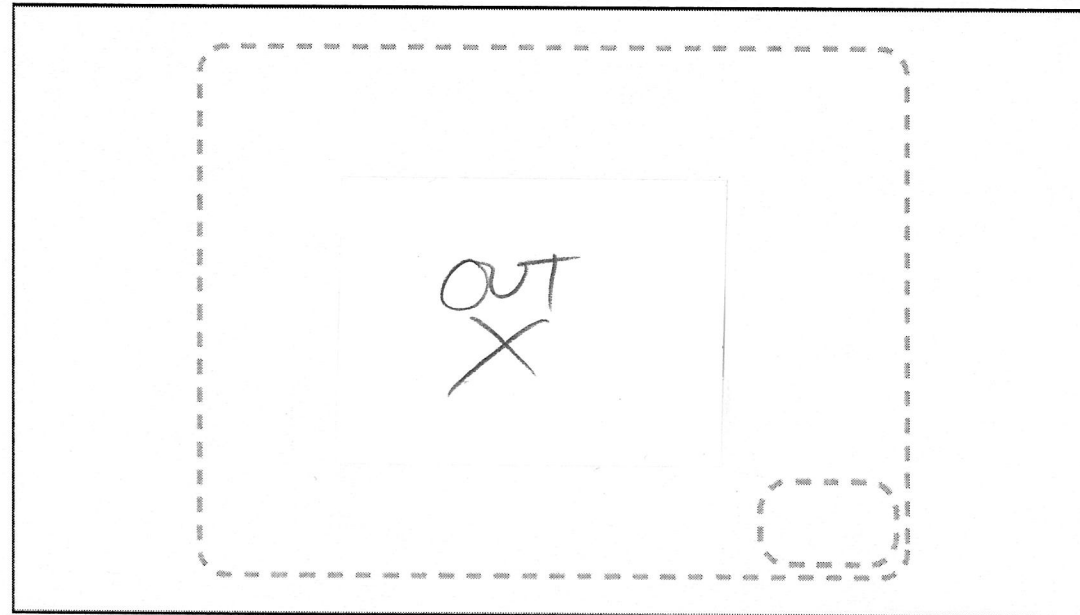
ADVENTURE TIME

Page 55

Sc. 38 Pnl. A Bg. day night



Sc. 3 Pnl. Bg. day night

[illegible]

Action: - Evergreen retreats slowly, as
chatsberry blasts him with



Timing: jelly-beans.

#30513

Production :

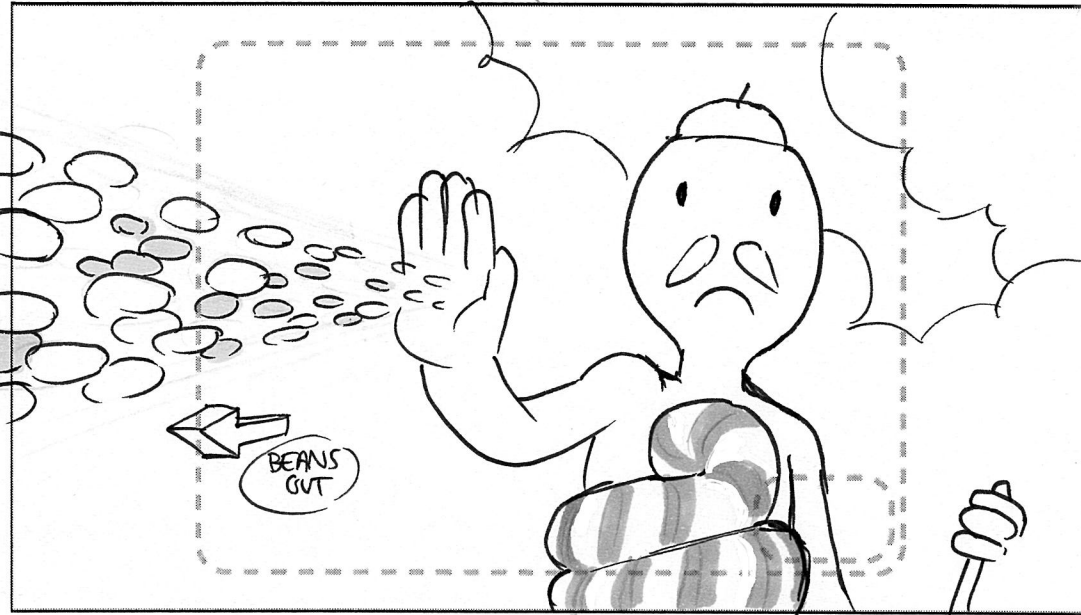
1025-178

ADVENTURE TIME

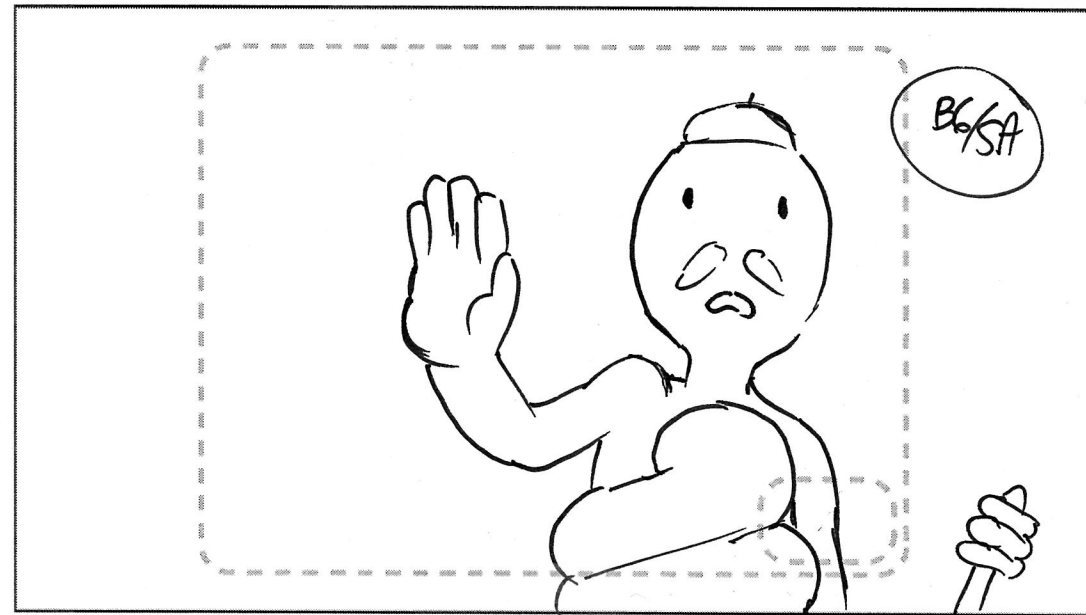


Page 56

Sc. 39 Pnl. A Bg. day night



Sc. 39 Pnl. B Bg. day night



Dialog:

→ frrrrrrr+ttt.

CHATS BERRY: urgence stop!

Action: - Chatsberry blasts a jelly-bean beam from his palm in bursts between words.

Timing:

EPISODE #

1025-178

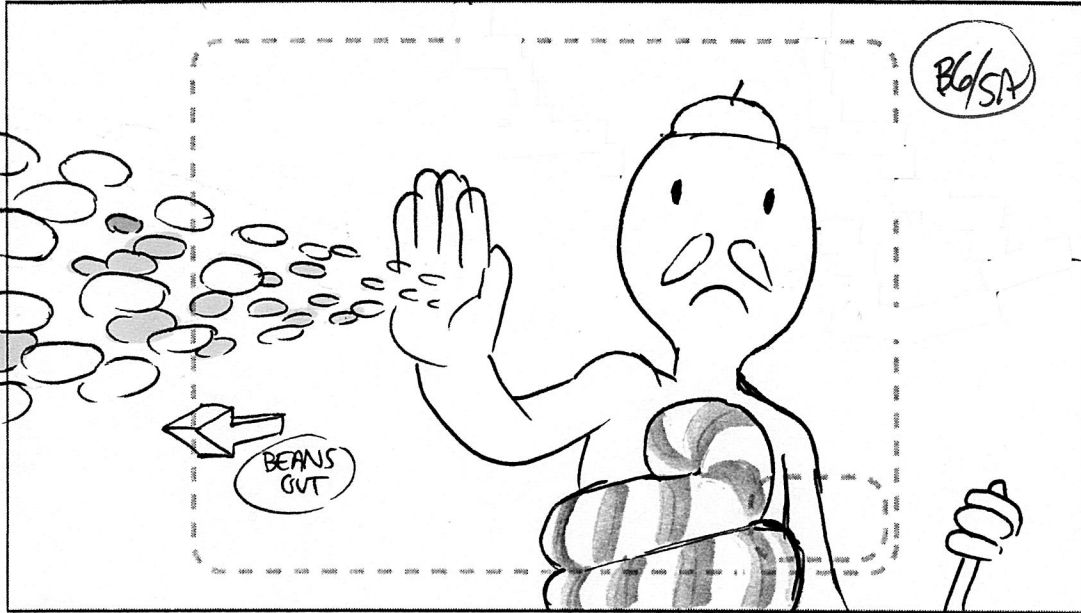
Production :

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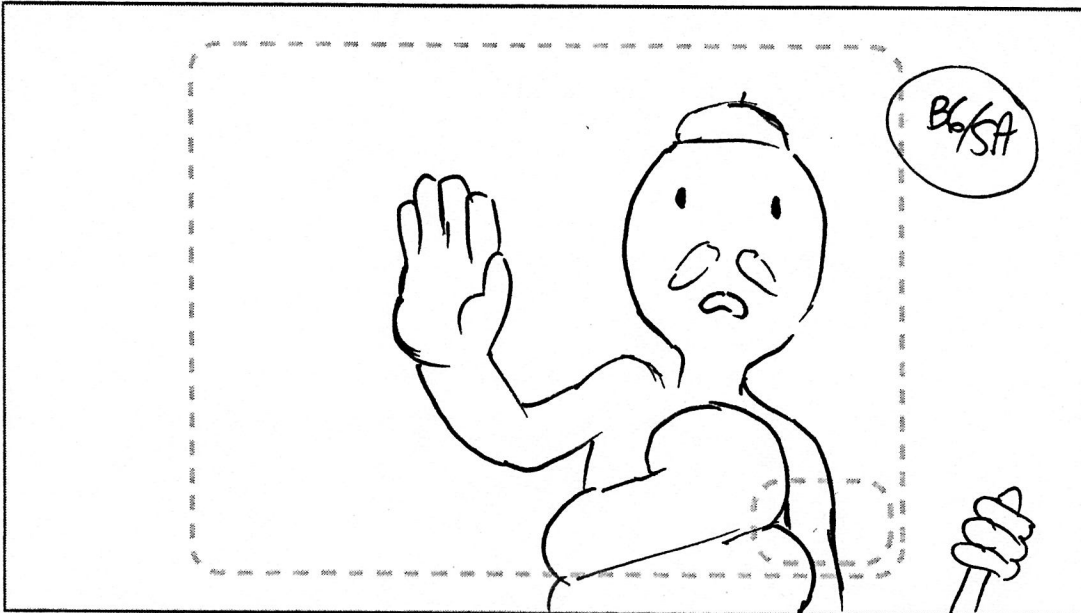
ADVENTURE TIME



Sc. 39 Pnl. C Bg. day night



Sc. 39 Pnl. D Bg. day night



Dialog:	SFX: frrrrt.	(C) You'll doom us -
Action:		
Timing:		

EPISODE #

1025-178

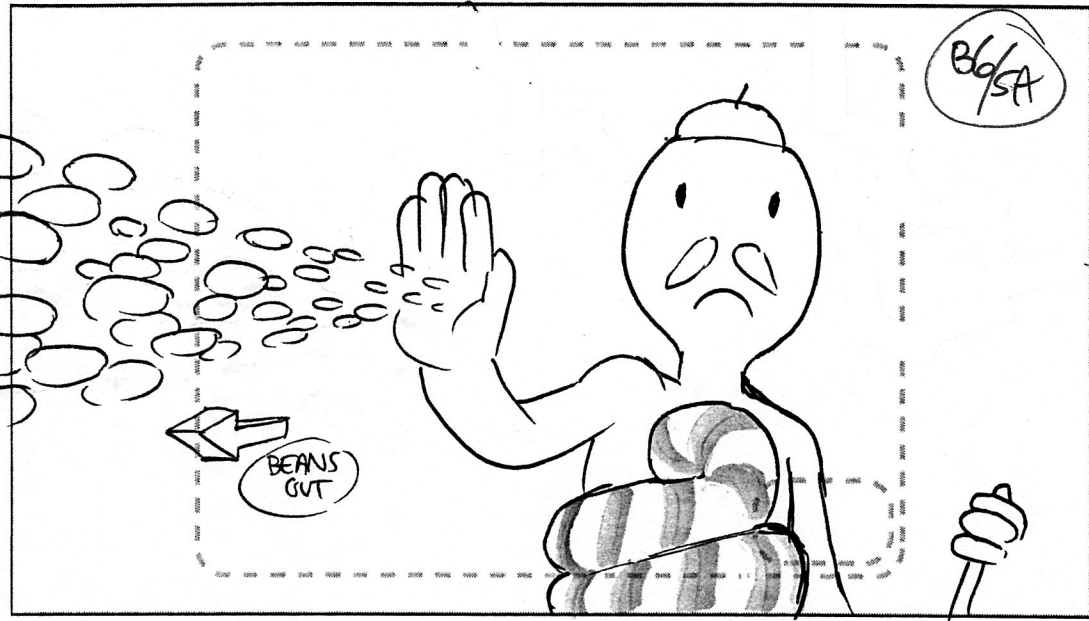
Production :

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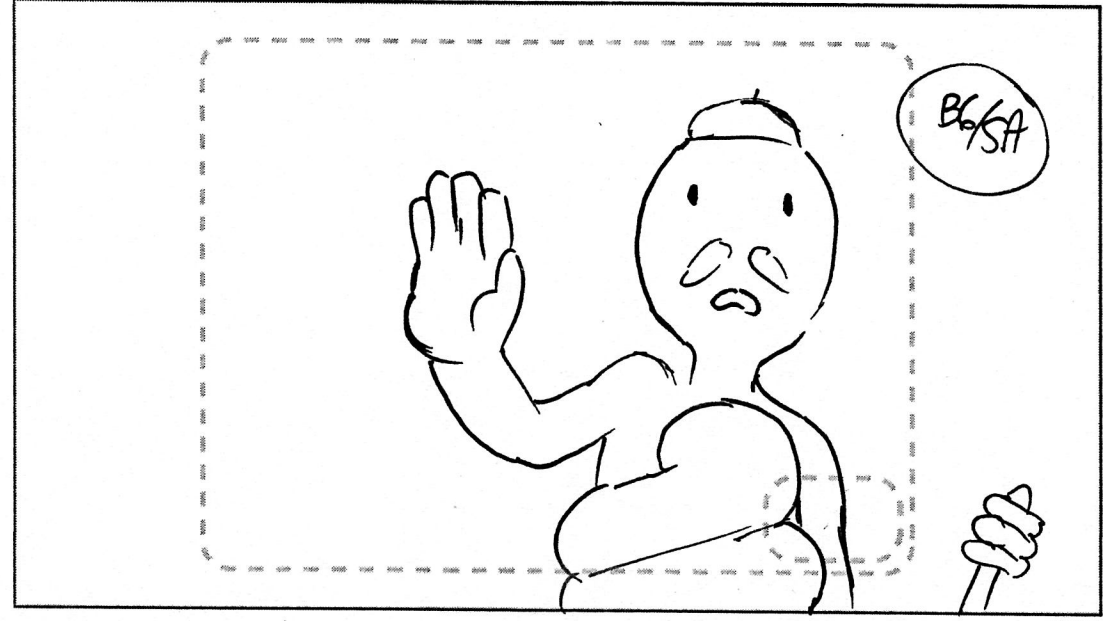
ADVENTURE TIME



Sc. 39 Pnl. E Bg. day night



Sc. 39 Pnl. F Bg. day night



Dialog:	SFX: faarrrrt.	(C:) all.
Action:		
Timing:		

EPISODE #

Production :

1025-178

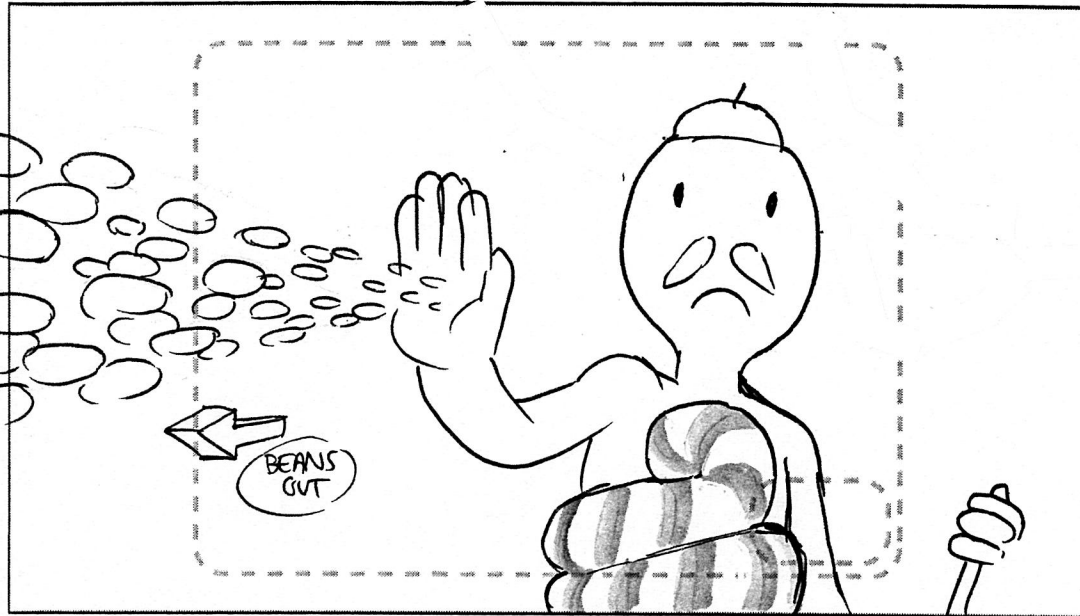
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ADVENTURE TIME

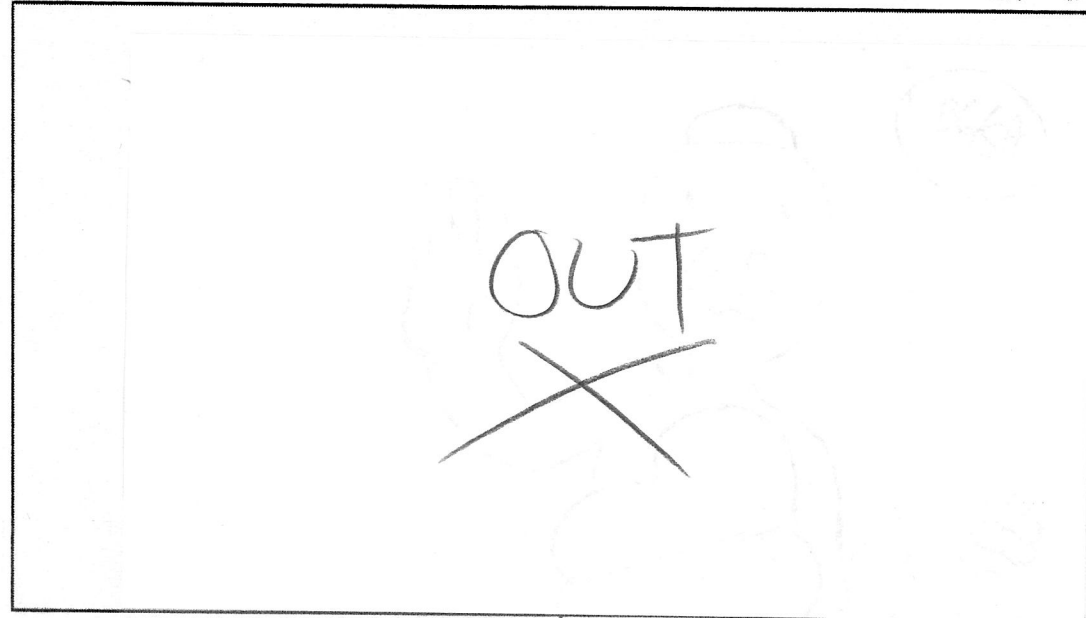


Page 59
day night

Sc. 39 Pnl. G Bg. day night



Sc. Pnl. Bg. day night



Dialog:	(SFX:) frt.
Action:	
Timing:	

EPISODE #

Production :

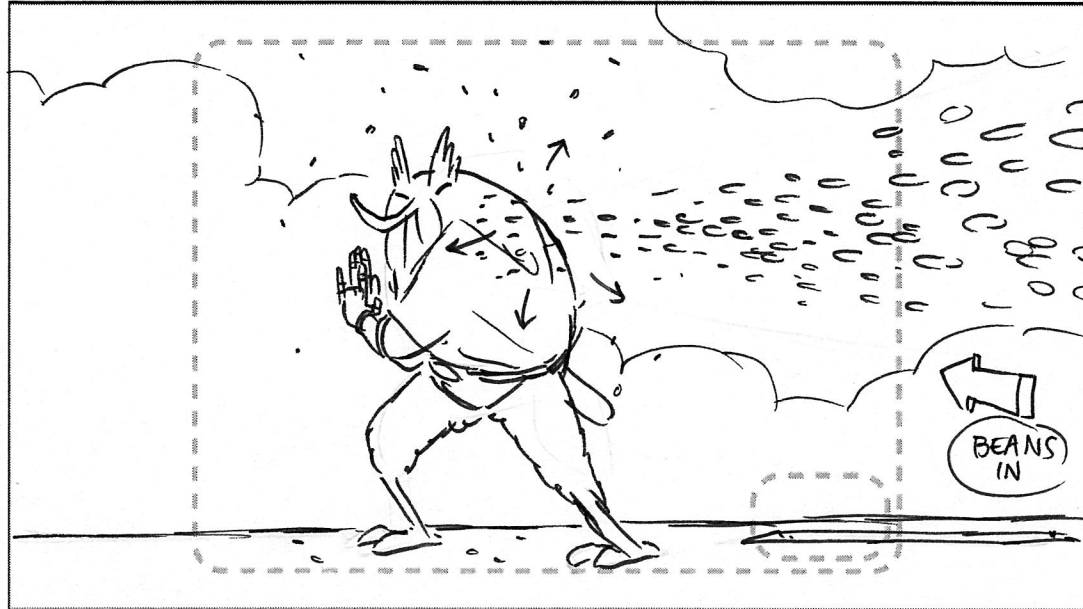
1025-178

ADVENTURE TIME

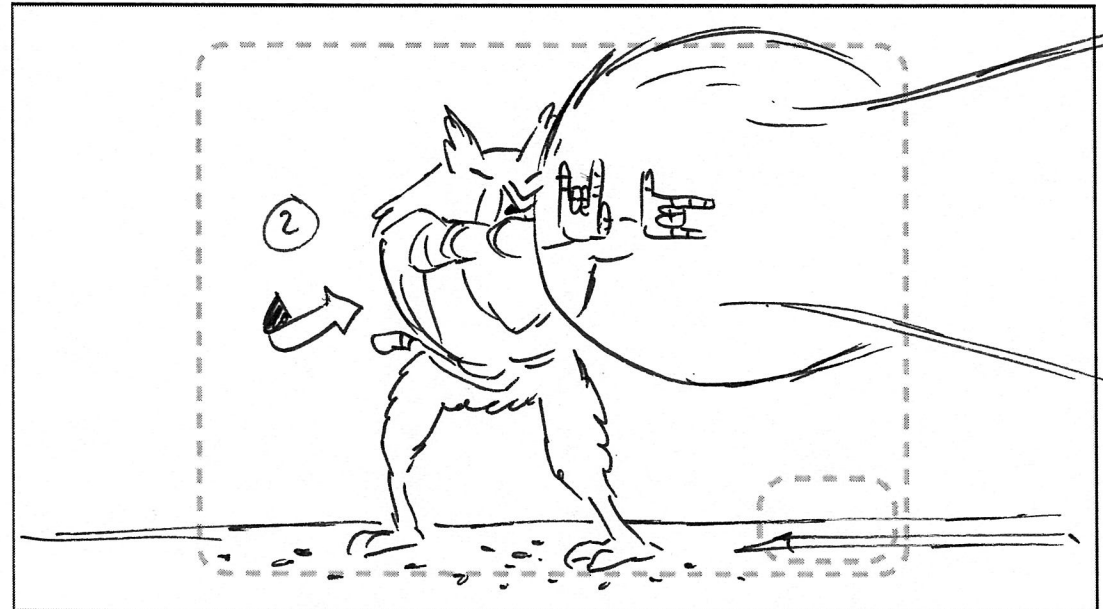


Page 60

Sc. 40 Pnl. A Bg. day night



Sc. 40 Pnl. B Bg. day night



Dialog:

(E:) INGRATE!

SFX: ZAP!

Action: - jelly beans beam bounces off Evergreen

- Evergreen shoots ice beam

Timing:

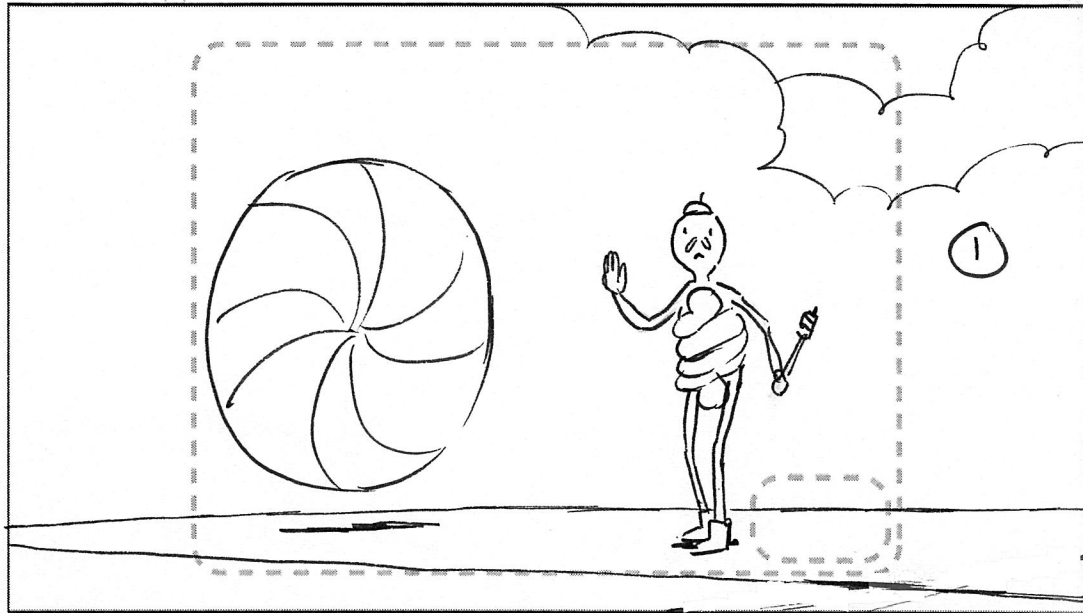


EPISODE #
1025-178

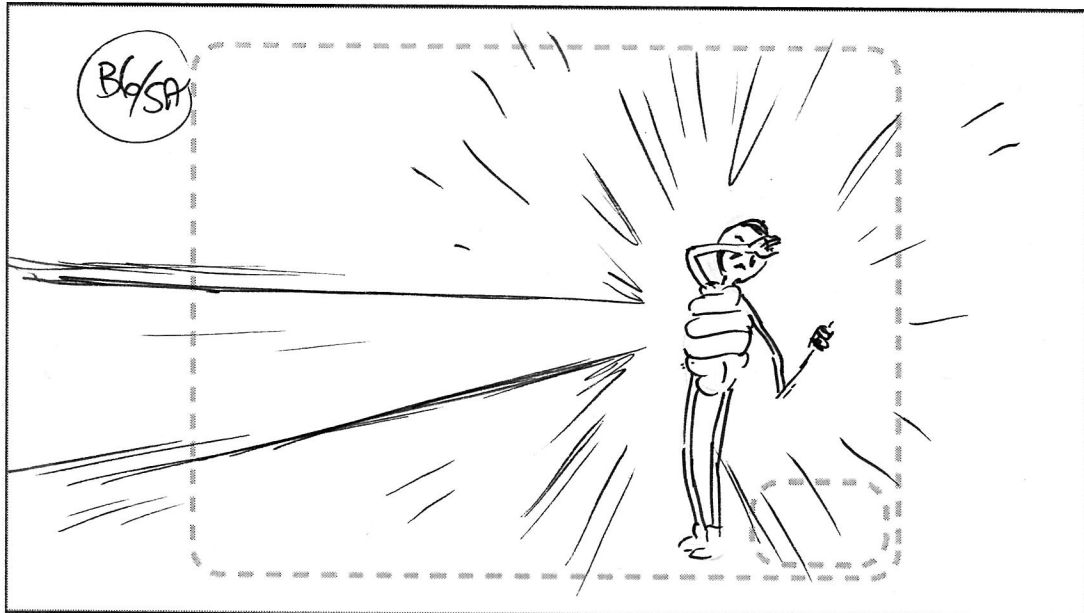
ADVENTURE TIME



Sc. 41 Pnl. A Bg. day night



Sc. 41 Pnl. B Bg. day night



Dialog:	
Action:	- Chatsberry is frozen by ice-beam.
Timing:	

EPISODE # 1025-178
Production :

ADVENTURE TIME



Sc. 41 Pnl. C Bg. day night

Sc. 41 Pnl. D Bg. day night

Dialog:	
Action:	- mist clears.
Timing:	

Production :

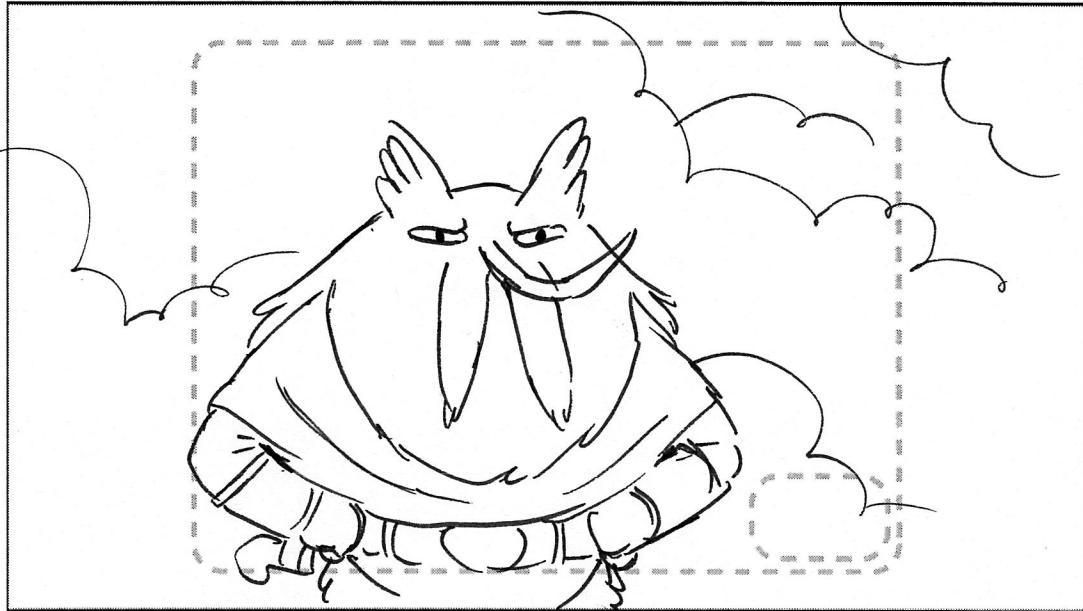
EPISODE #

1025-178

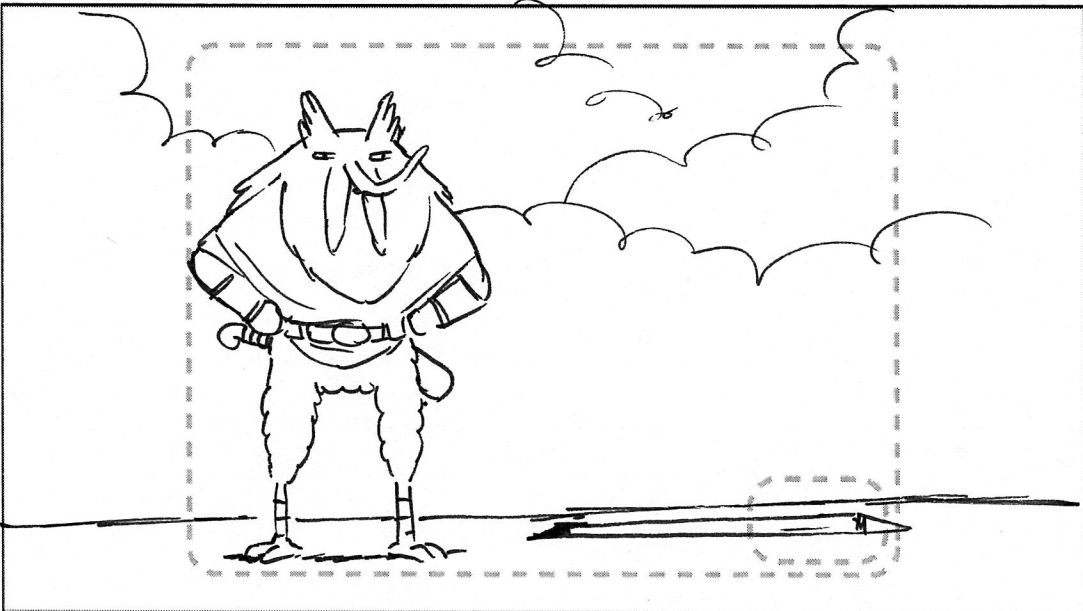
ADVENTURE TIME



Sc. 42 Pnl. A Bg. day night



Sc. 43 Pnl. A Bg. day night



Dialog:	(E:) Doom you to <u>NO</u> doom maybe.	(E:) Gunther!
Action:		
Timing:		

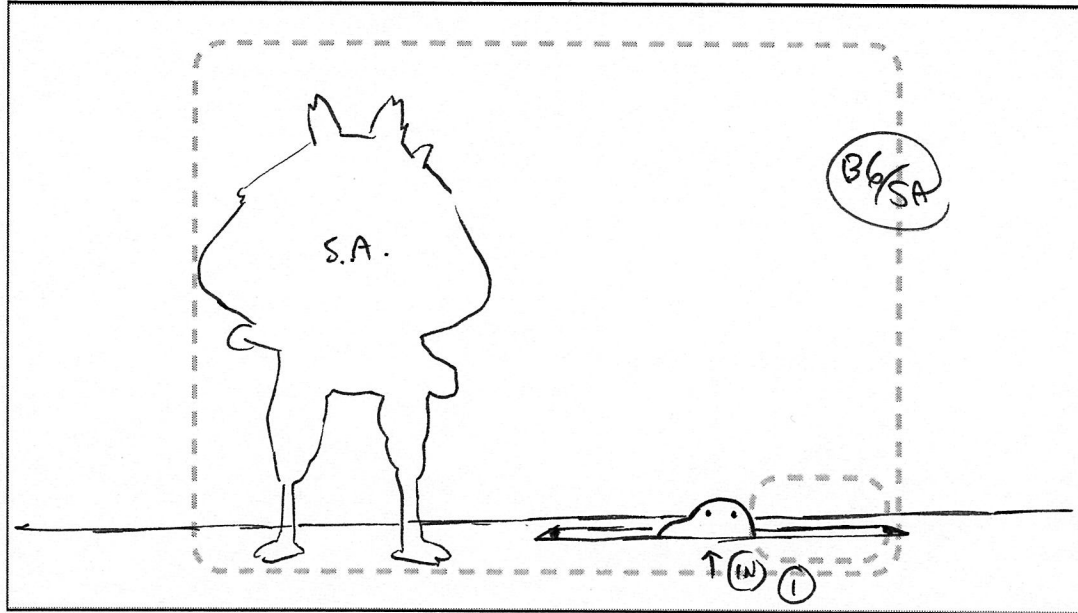
EPISODE # 1025-178
Production :

ADVENTURE TIME

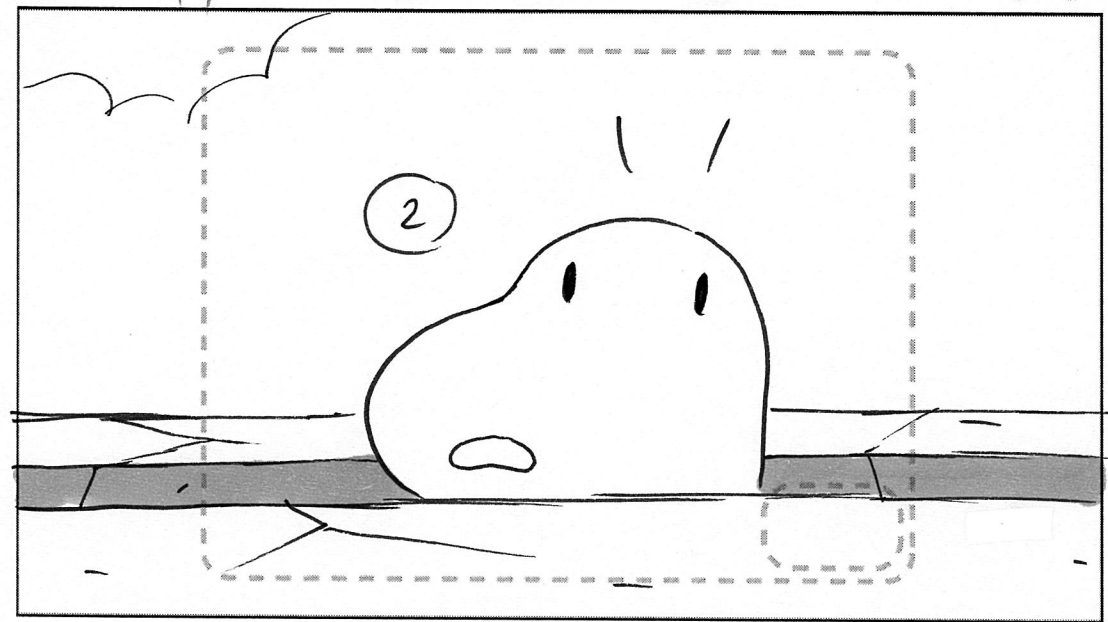


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Sc. 43 Pnl. B Bg. day night



Sc. 44 Pnl. A Bg. day night



Dialog:

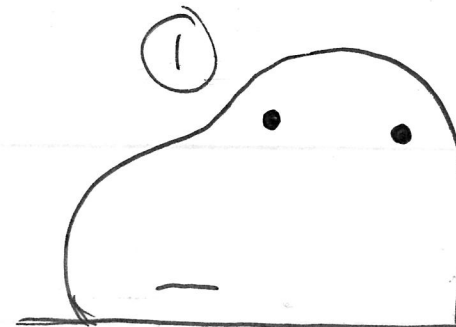
(E): (2) Pack my things Gunther.
We ride forthwith for Mt.
Magwood.

EVERGREEN (OS): (1) You get to watch
me save the world (2)

Action:

- Gunther rises up from stairwell.

Timing:



EPISODE #

1025-178

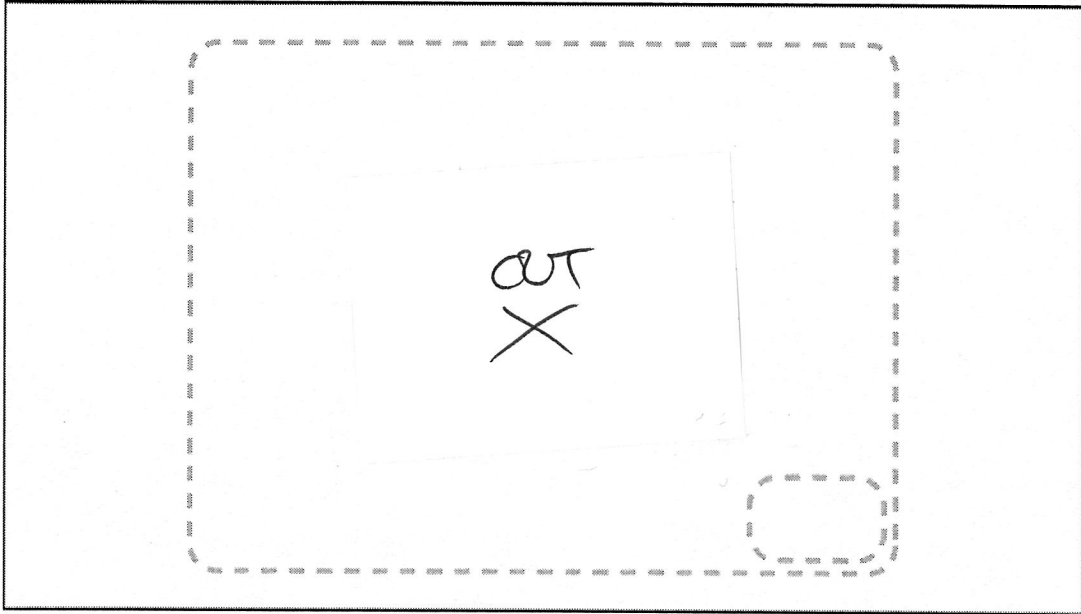
Production :

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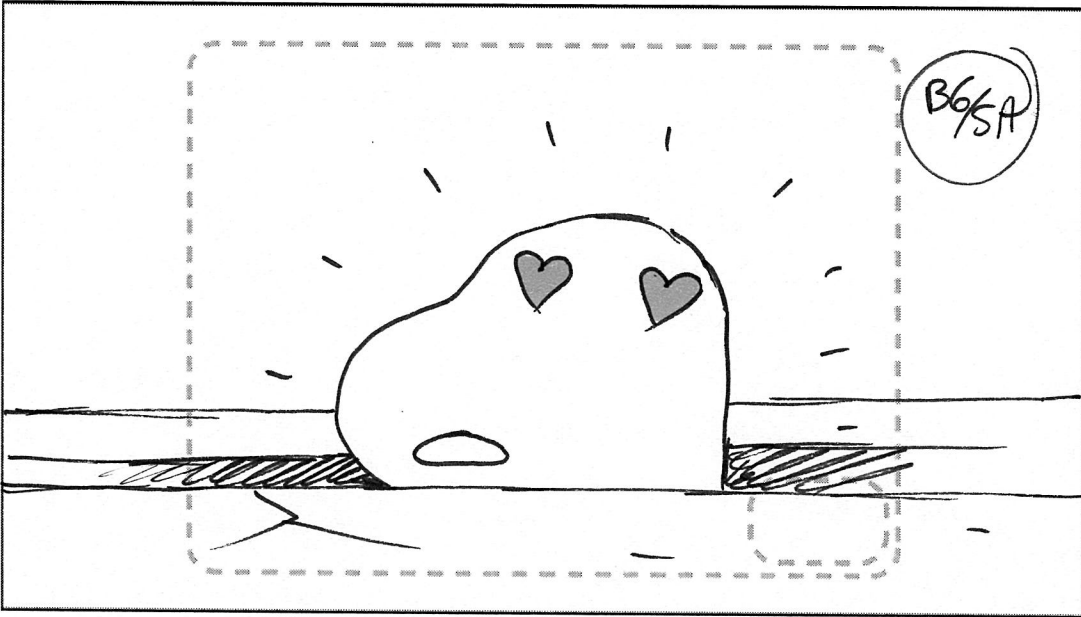
ADVENTURE TIME



Sc. Pnl. Bg. day night



Sc. 44 Pnl. B Bg. day night



Dialog:	- BEAT -
Action:	- sparkle lines animate - hearts animate ?
Timing:	

Production :

EPISODE #

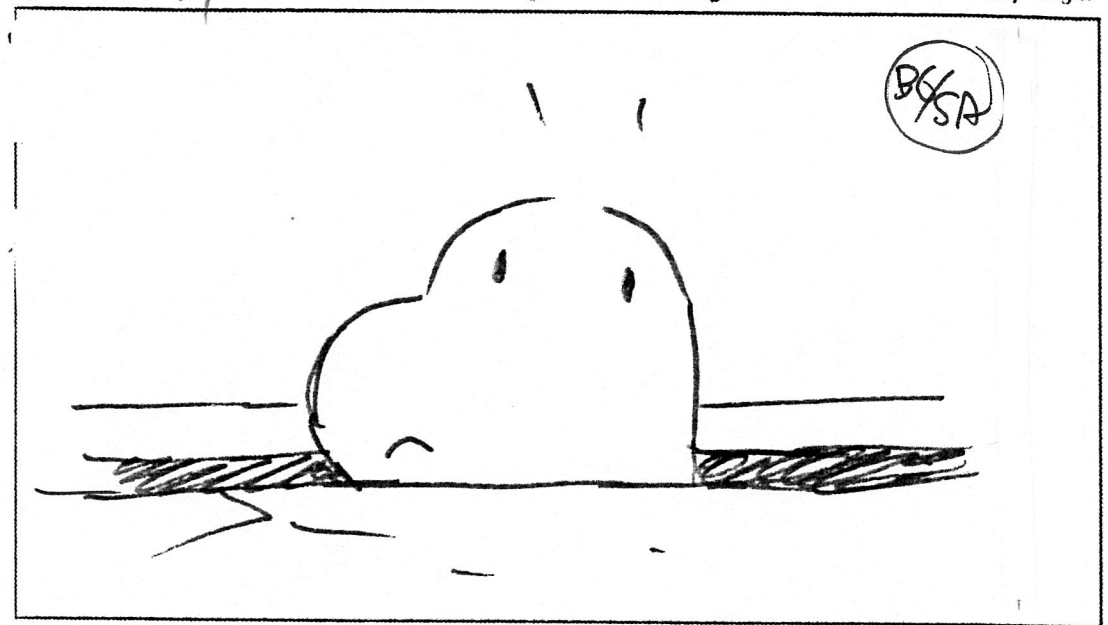
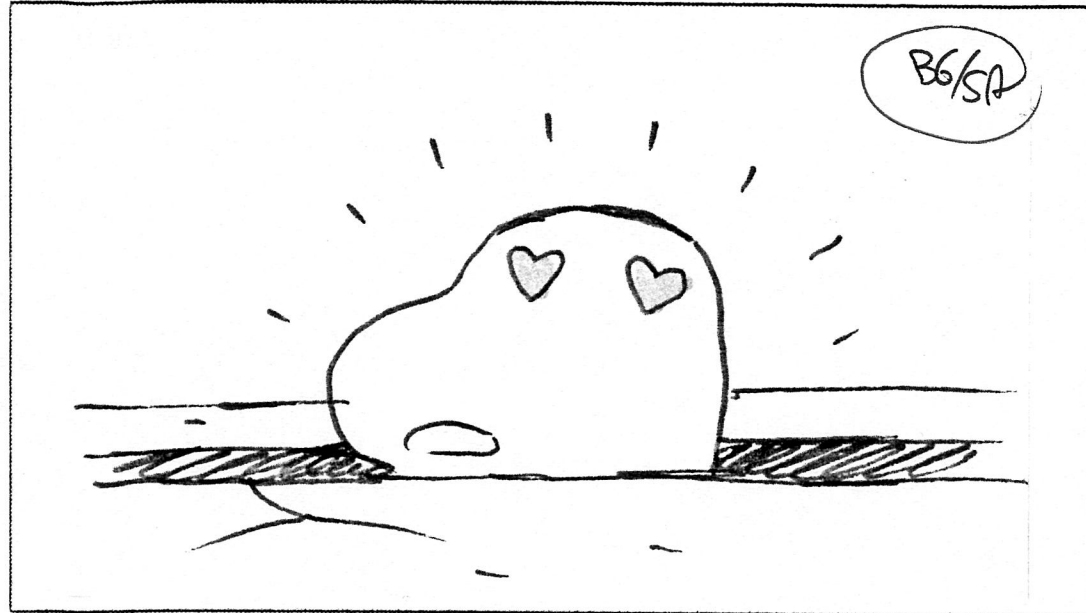
1025-178

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ADVENTURE TIME



Sc. 44 Pnl. C Bg. day night Sc. 44 Pnl. D Bg. day night



Dialog:

- EXTRA BEAT -

Action:

Timing:

(E) (GS)

GUNTER!

EPISODE #

1025-178

Production :

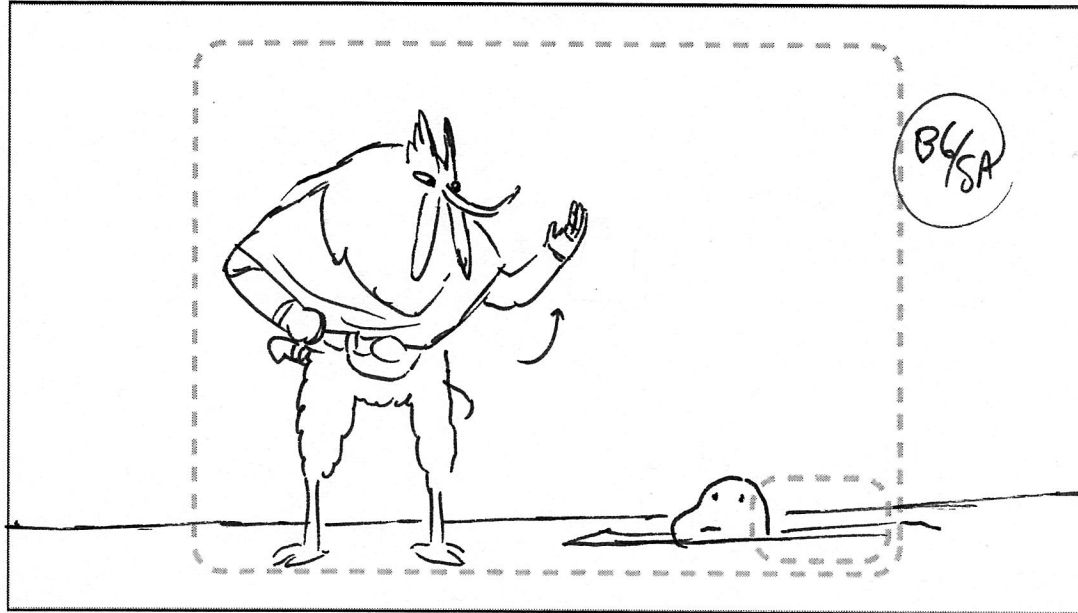
Page 66

ADVENTURE TIME

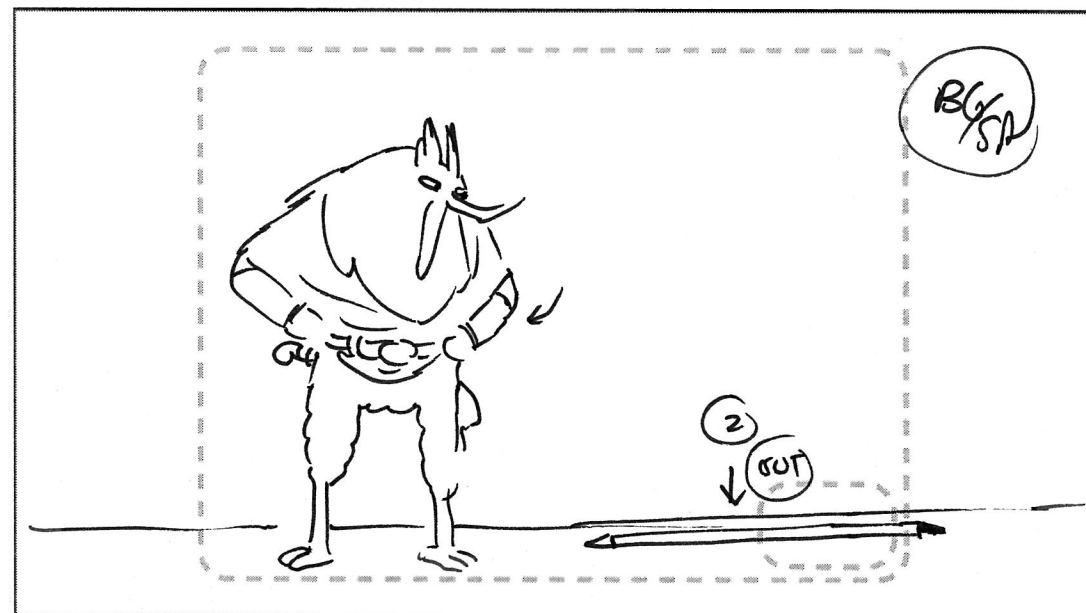


Page 67

Sc. 45 Pnl. A Bg. day night



Sc. 45 Pnl. B Bg. day night



Dialog: E: c'mon Gunter,
get your head in the game.

Gunter: 1 sorry Master Evergreen.

Action:

Timing:



Production :

EPISODE #

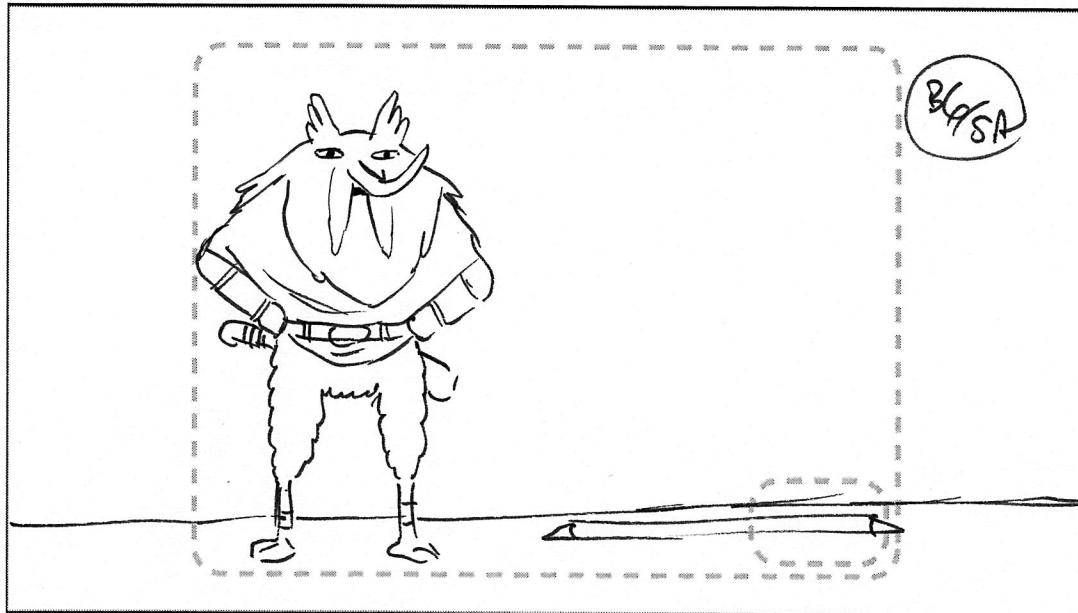
1025-178

ADVENTURE TIME

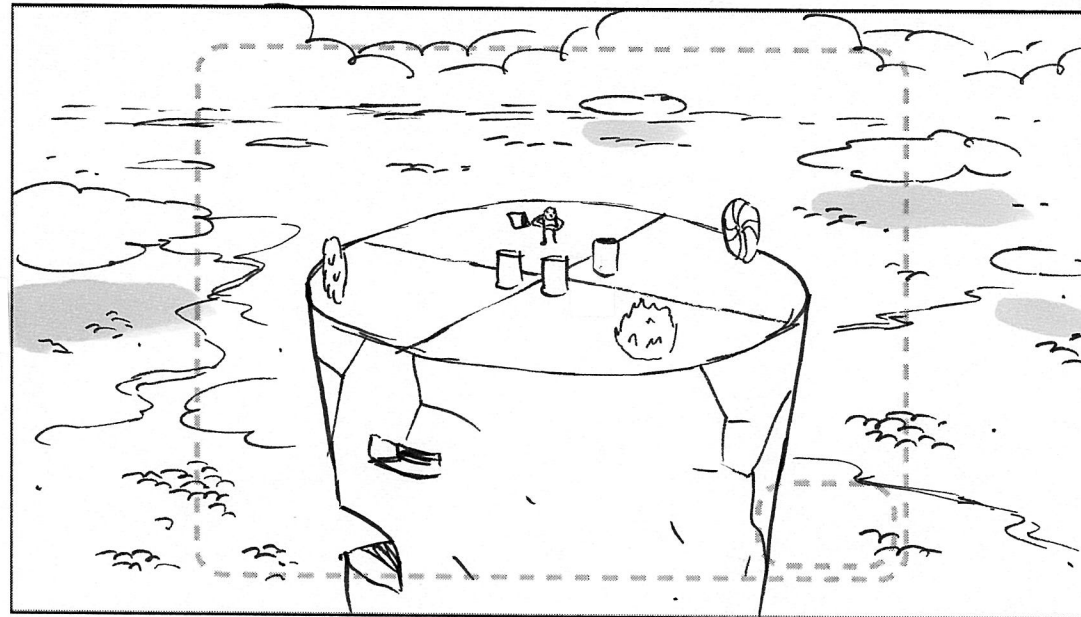


Page 68

Sc. 45 Pnl. C Bg. day night



Sc. 46 Pnl. A Bg. day night



Dialog:

(E:) And he expects me to teach him the ways of magic?

Action:

Timing:

(E:) As if.

Production :

EPISODE #

1025-178

ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night
<div>WIPE oooo</div>				

Sc.	Pnl.	Bg.	day	night
<div>OUT X</div>				

Dialog:
Action:
Timing:

Production :

EPISODE #

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ADVENTURE TIME

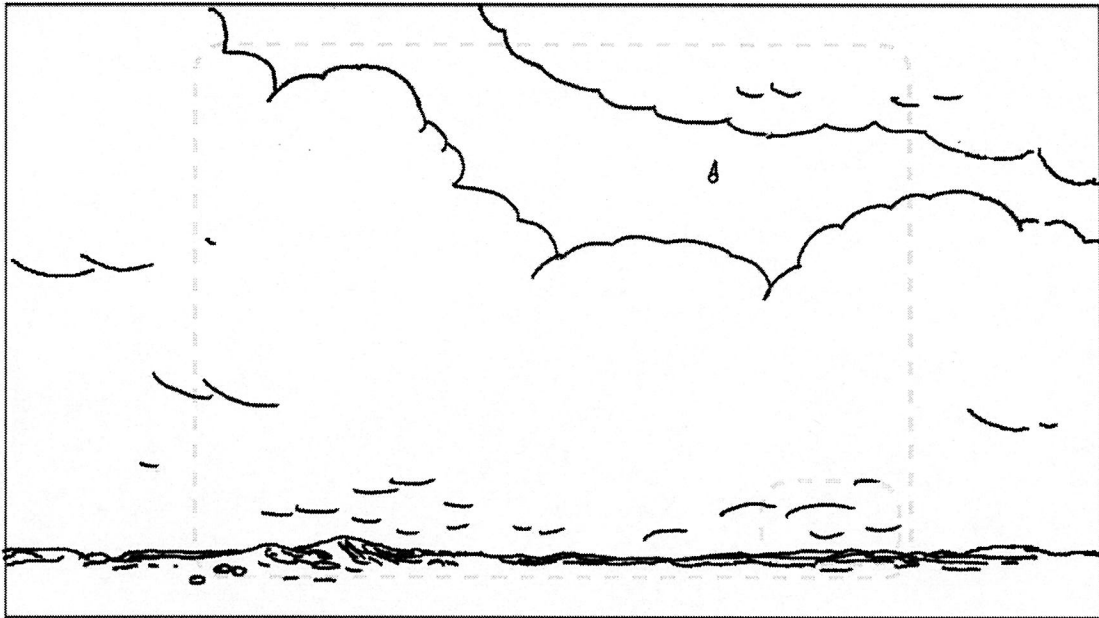


Sc. 47

Pnl. A

Bg.

day night

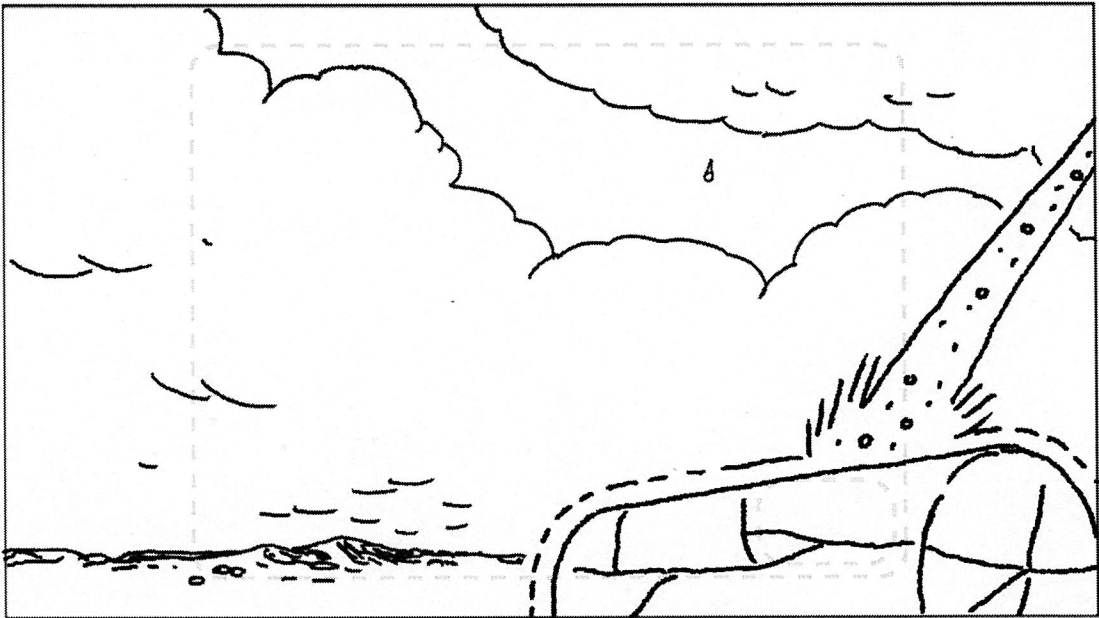


Sc. 47

Pnl. B

Bg.

day night



Dialog:

(SFX) RUMBLE RUMBLE RUMBLE = ① ZAP =

Action:

= BBAT =
COMET CAN BE SEEN.

① ICE CYLINDER CONJURED.

Timing:

1025-178
EPISODE #
Production :

ADVENTURE TIME

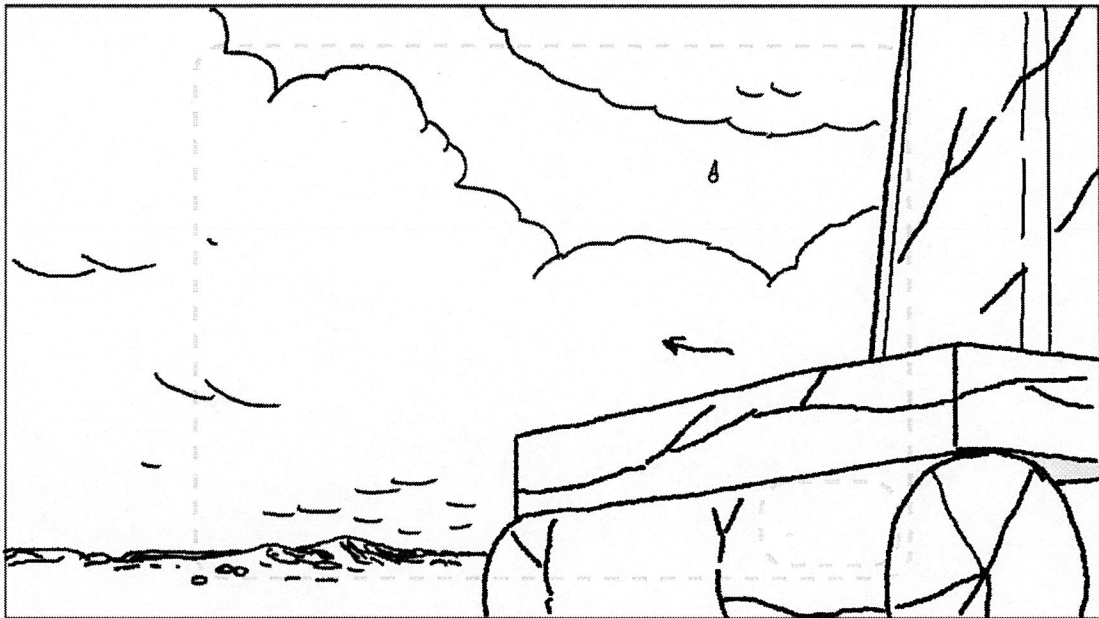


Sc. 47

Pnl. c

Bg.

day night

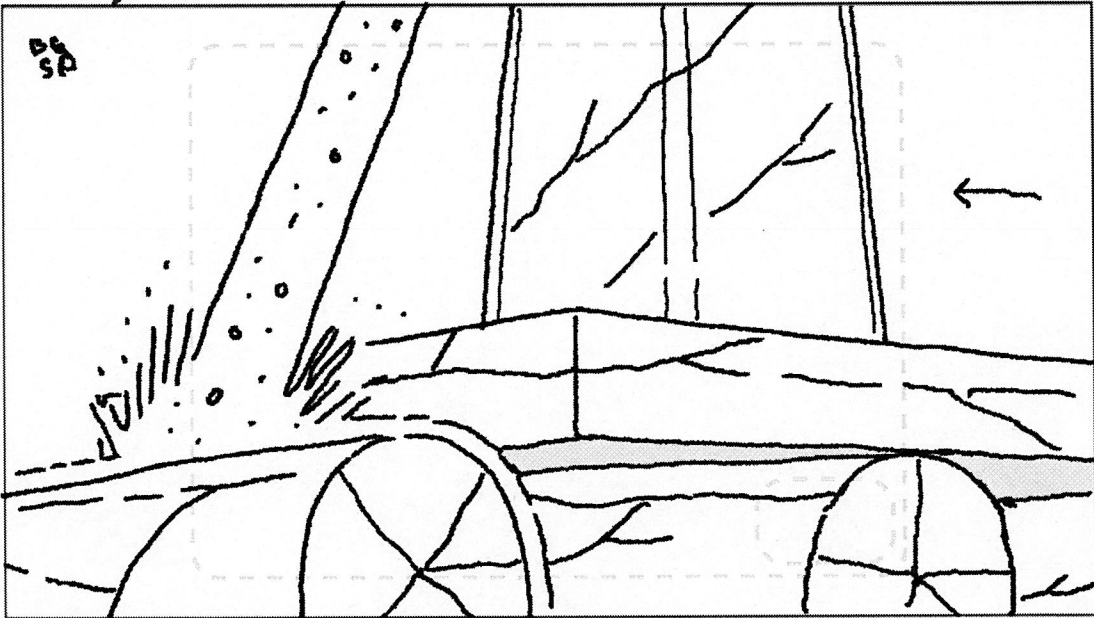


Sc. 47

Pnl. d

Bg.

day night



Dialog:

(SFX) RUMBLE RUMBLE RUMBLE
= ZAP =

Action:

ICE CYLINDER CONJURED.

Timing:

1025-178

EPISODE #

Production :

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ADVENTURE TIME

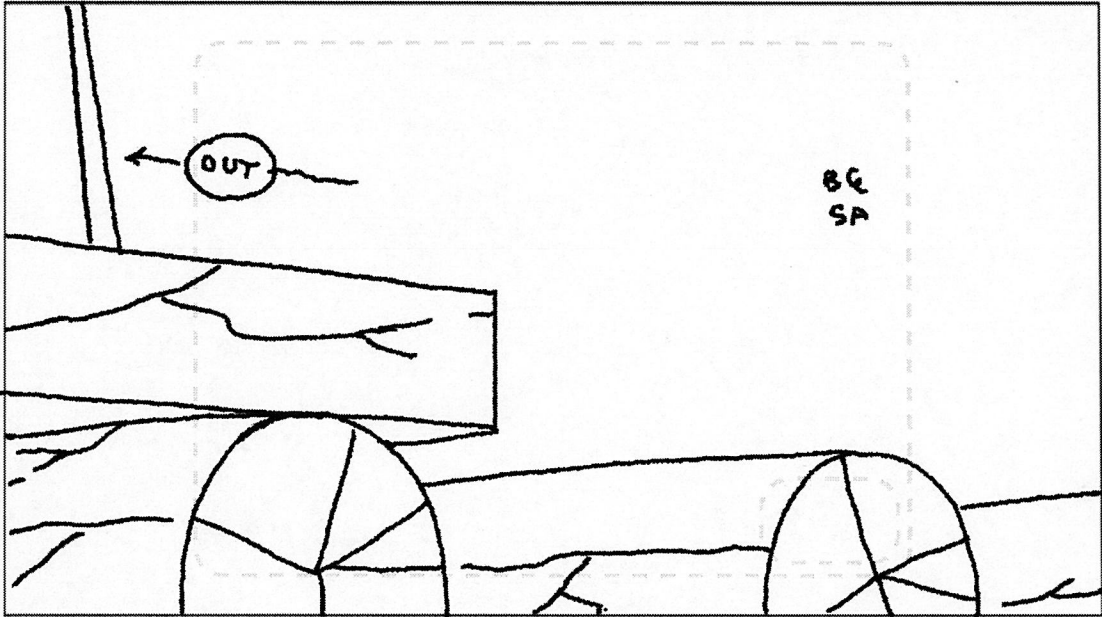


Sc. 47

Pnl. E

Bg.

day night



Sc. 47

Pnl. F

Bg.

day night



Dialog:

Action:

Timing:

1025-178

EPISODE #

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ADVENTURE TIME



Page 73

Sc. 41

Pnl. 6

Bg.

day night

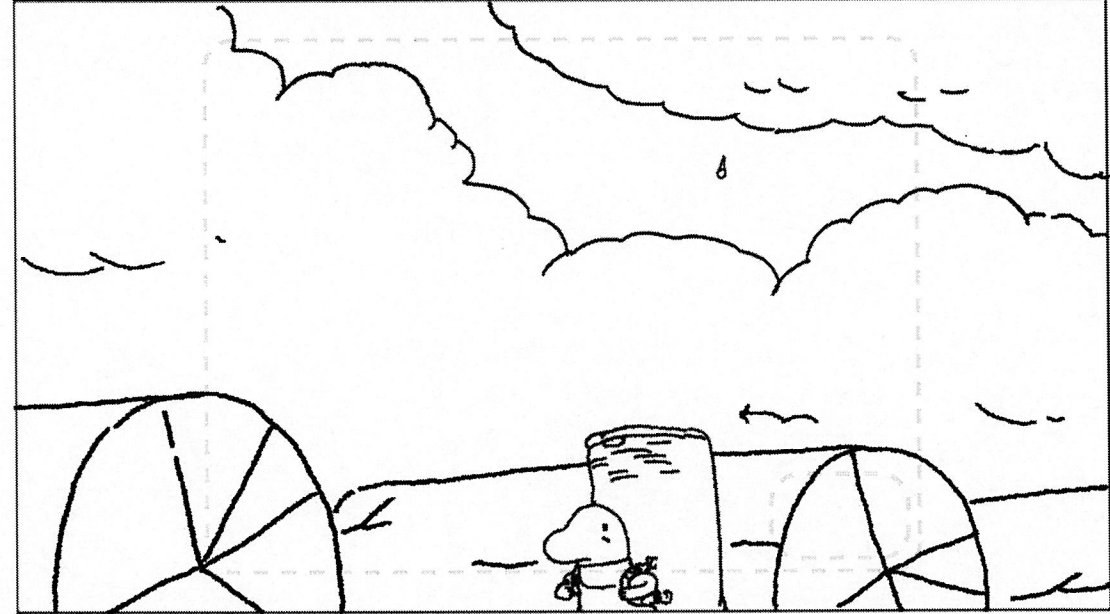


Sc. 47

Pnl. 11

Bg.

day night



Dialog:

Action:

GUNTHER WALKS BY.

Timing:

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Production :

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ADVENTURE TIME



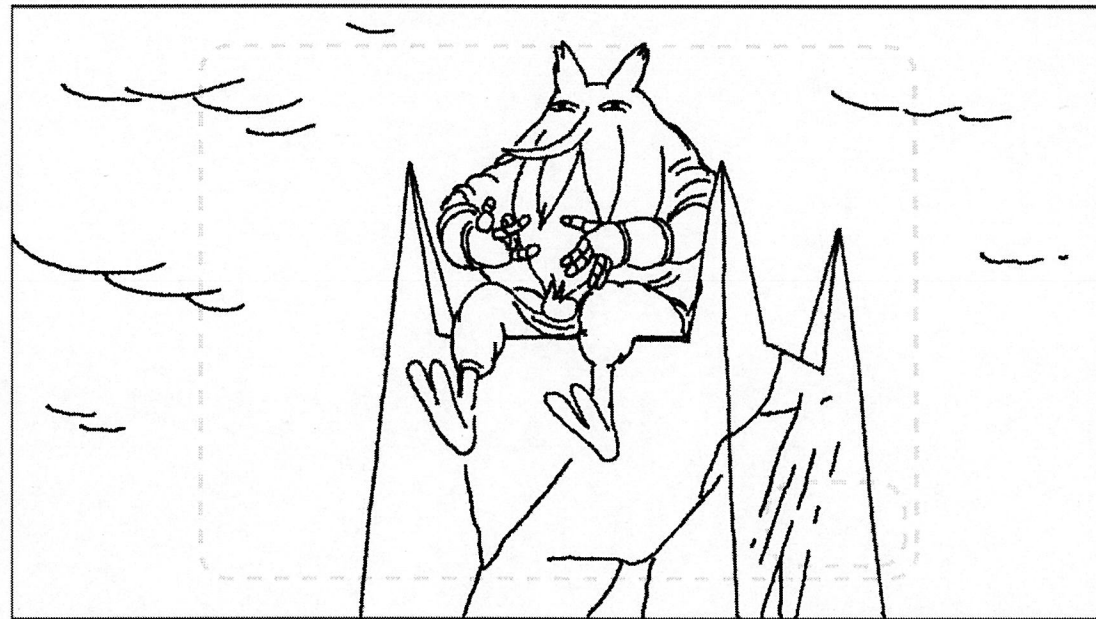
Page 74

Sc. 48

Pnl. A

Bg.

day night

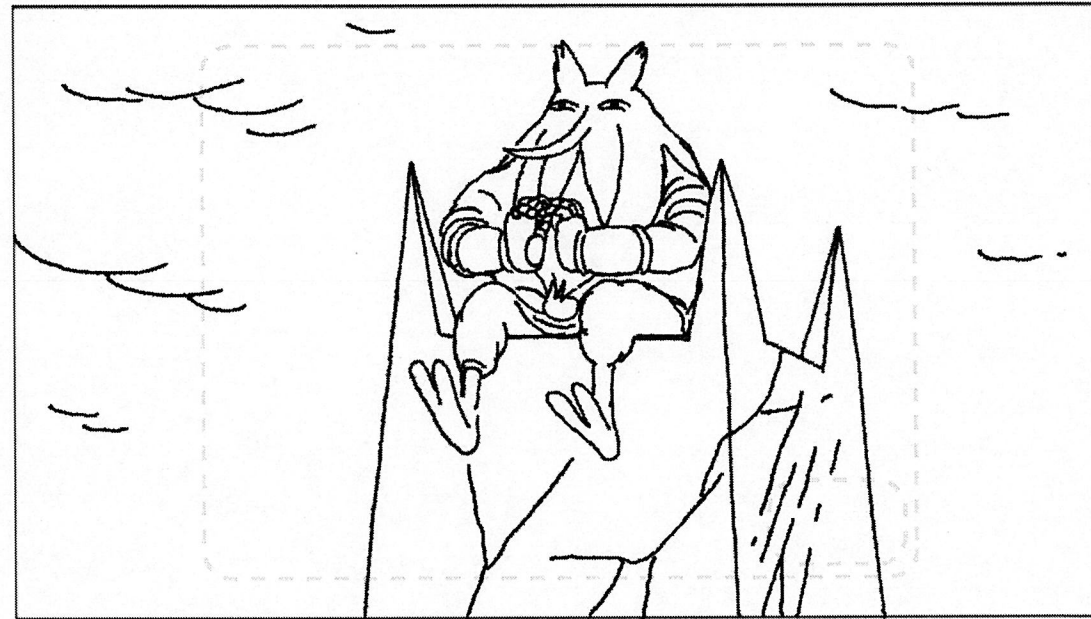


Sc. 48

Pnl. B

Bg.

day night



Dialog:

(SFX)

RUMBLE

RUMBLE

RUMBLE

RUMBLE

Action:

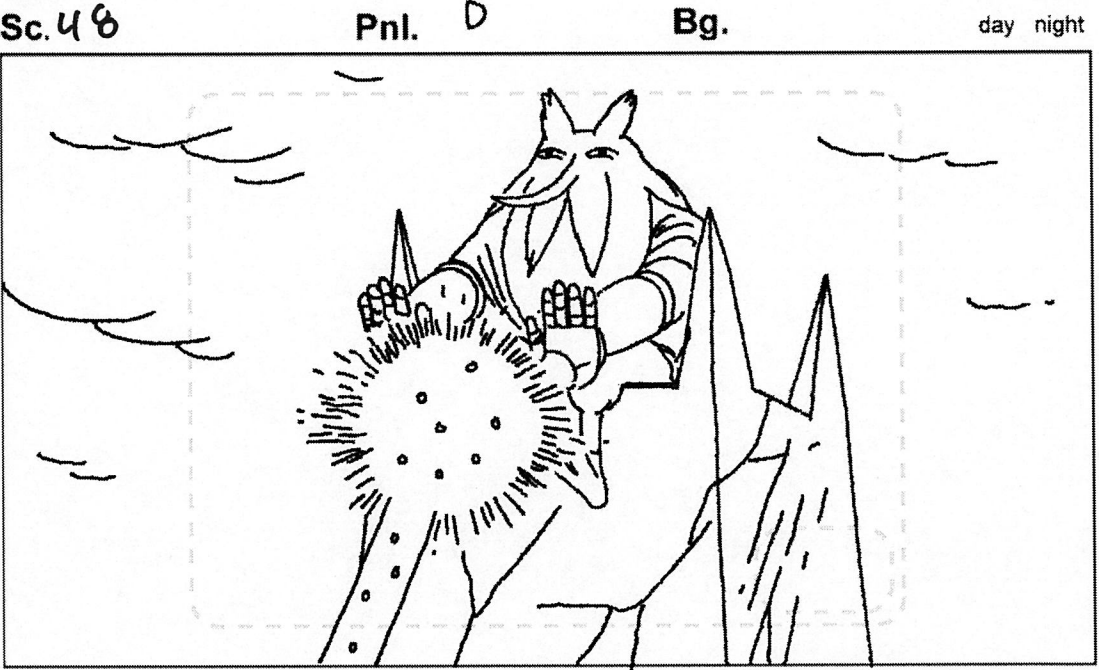
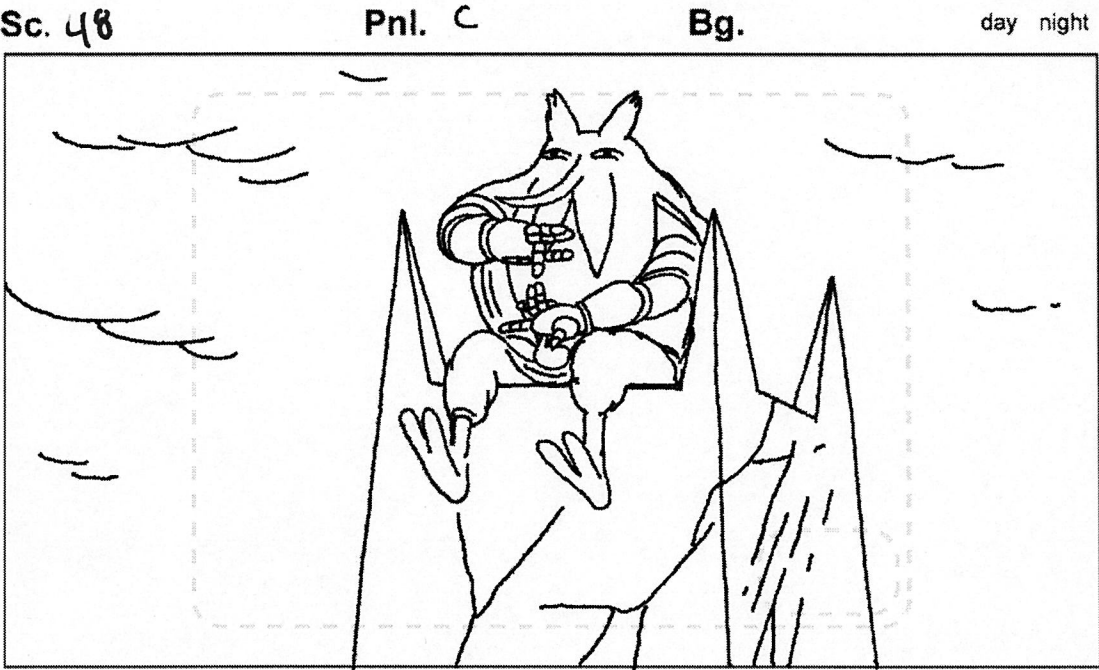
Timing:

EPISODE #

1025-178

Production :

ADVENTURE TIME



Dialog:

(SFX) RUMBLE RUMBLE RUMBLE RUMBLE

= ZAP =

Action:

REPEAT ALL THIS
IF THERE'S ENOUGH
TIME FOR IT.

Timing:

- S.W.

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Production :

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ADVENTURE TIME



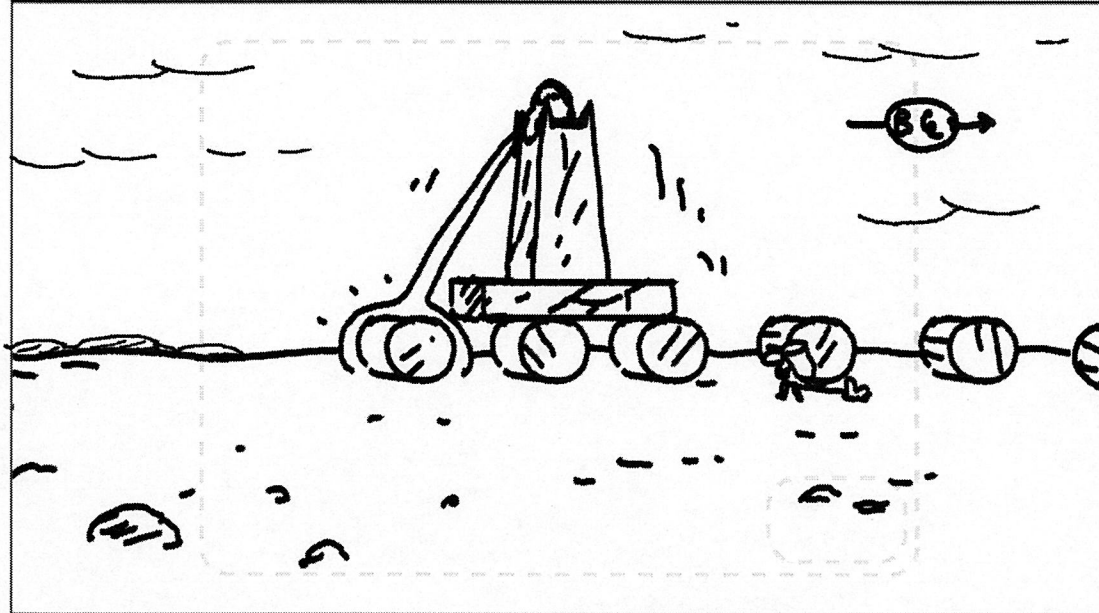
Page 76

Sc. 49

Pnl. A

Bg.

day night

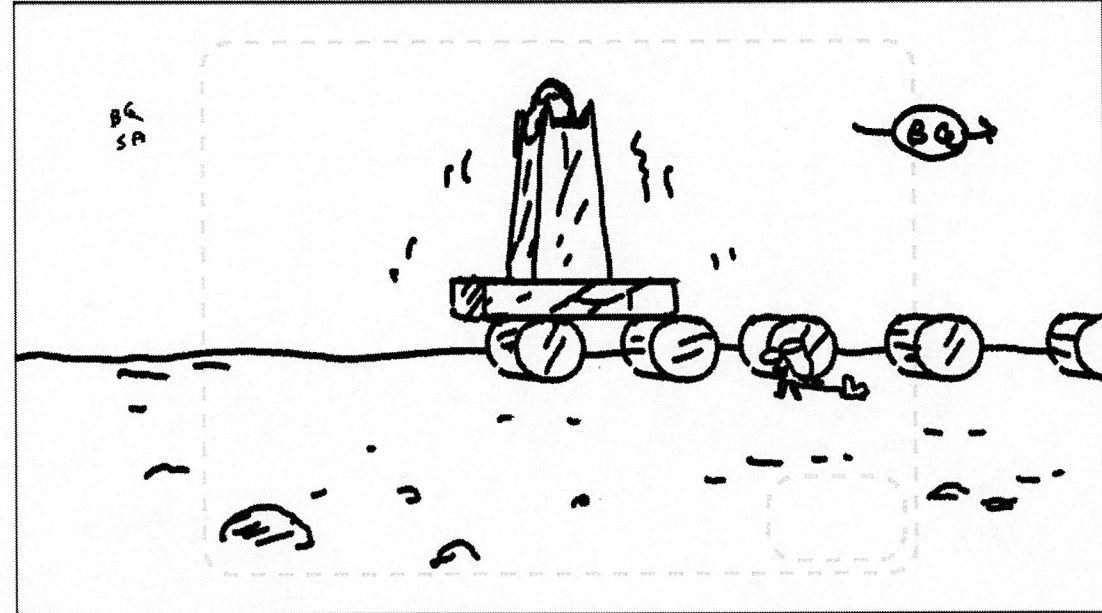


Sc. 49

Pnl. B

Bg.

day night



Dialog:

: ZAP :

Action:

Timing:

EPISODE #
1025-178

Production :

ADVENTURE TIME

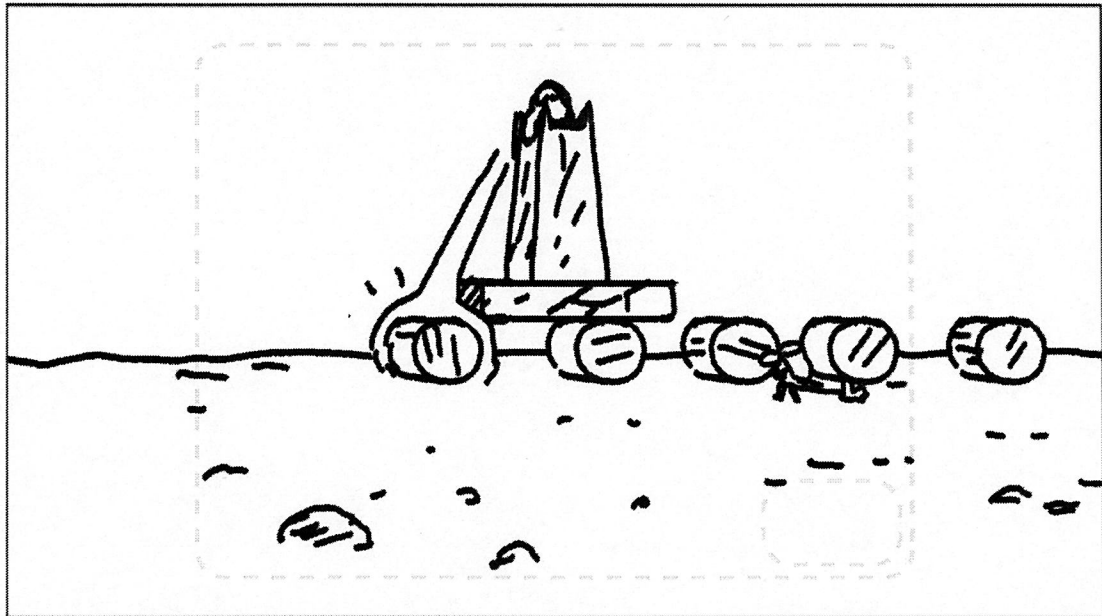


Sc. 49

Pnl. C

Bg.

day night

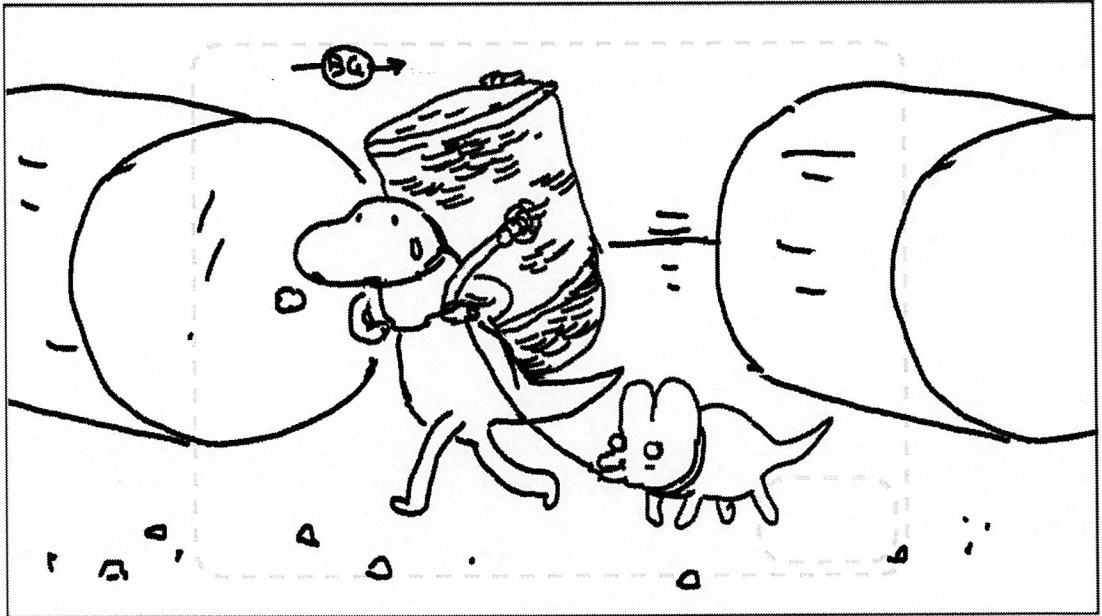


Sc. 50

Pnl. A

Bg.

day night



Dialog:
: ZAP :
Action:
Timing:

Production :

EPISODE #

1025-178

ADVENTURE TIME



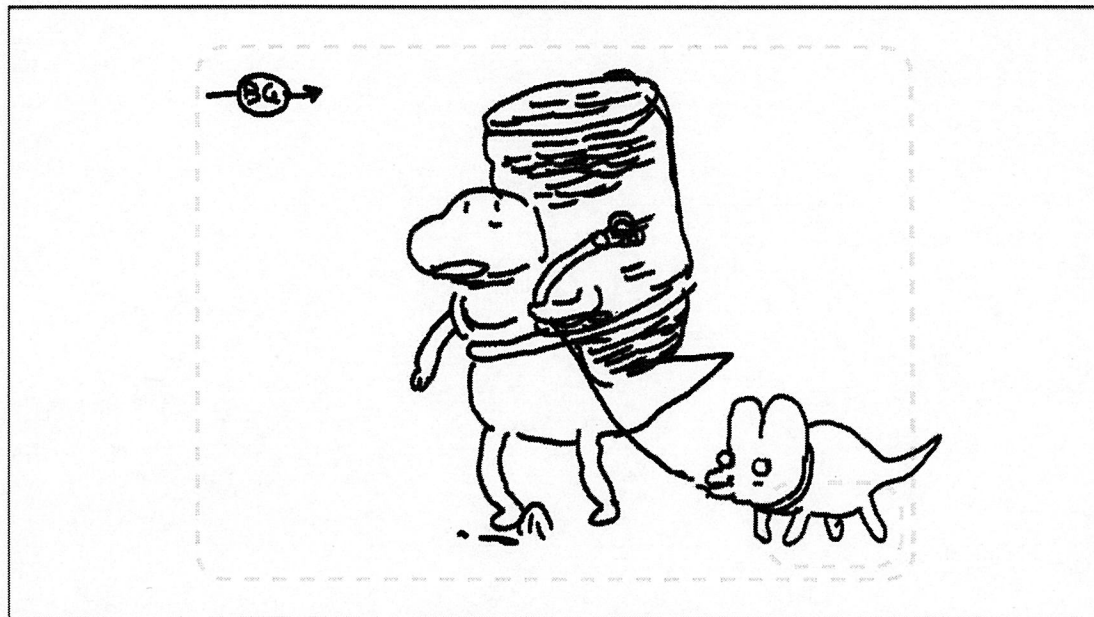
Page 78

Sc. 50

Pnl. B

Bg.

day night

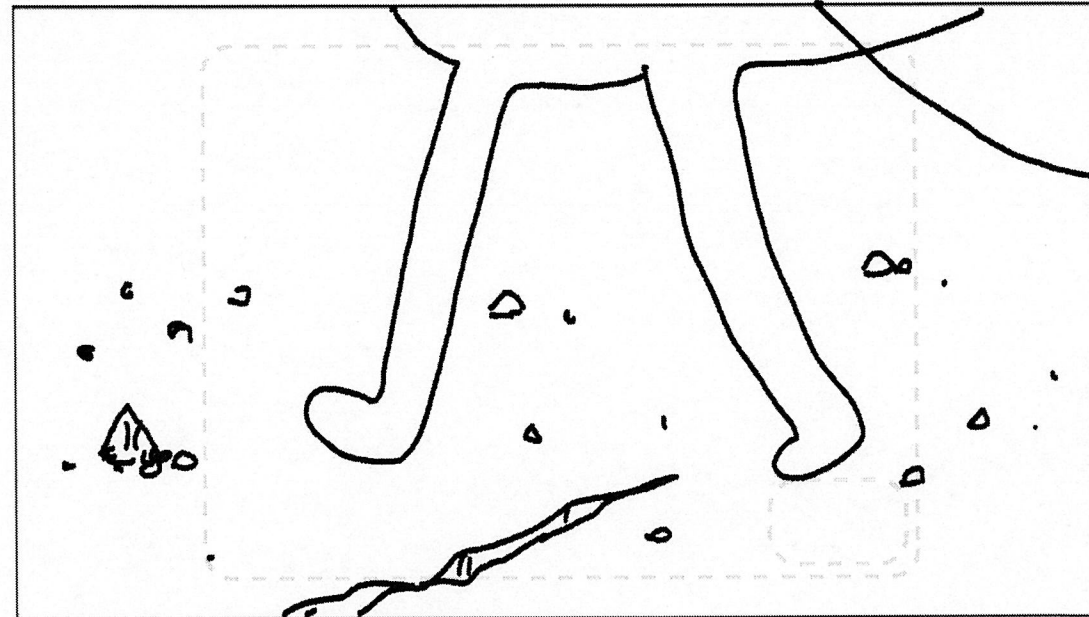


Sc. 51

Pnl. A

Bg.

day night



Dialog:

@ OUCH!

Action:

STEPS ON A THING.

Timing:

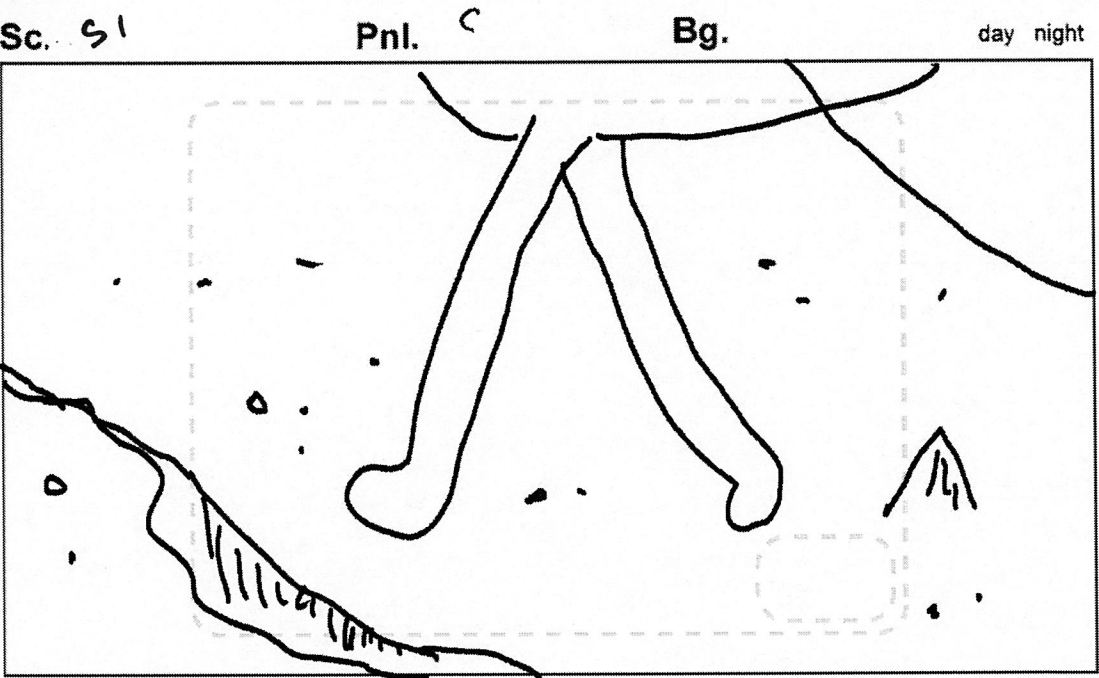
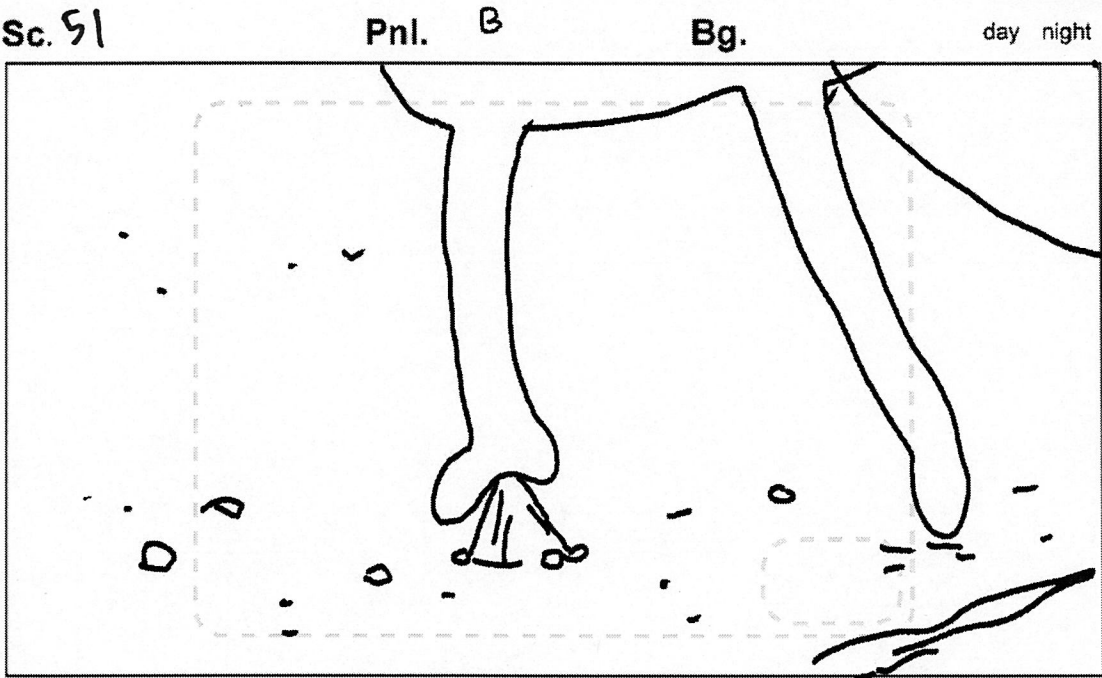
Production :

EPISODE #

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ADVENTURE TIME



Dialog:
© ouch. '
Action:
Timing:

EPISODE # 1025-178

Production :

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ADVENTURE TIME



Page 80

Sc. 51

Pnl. D

Bg.

day night

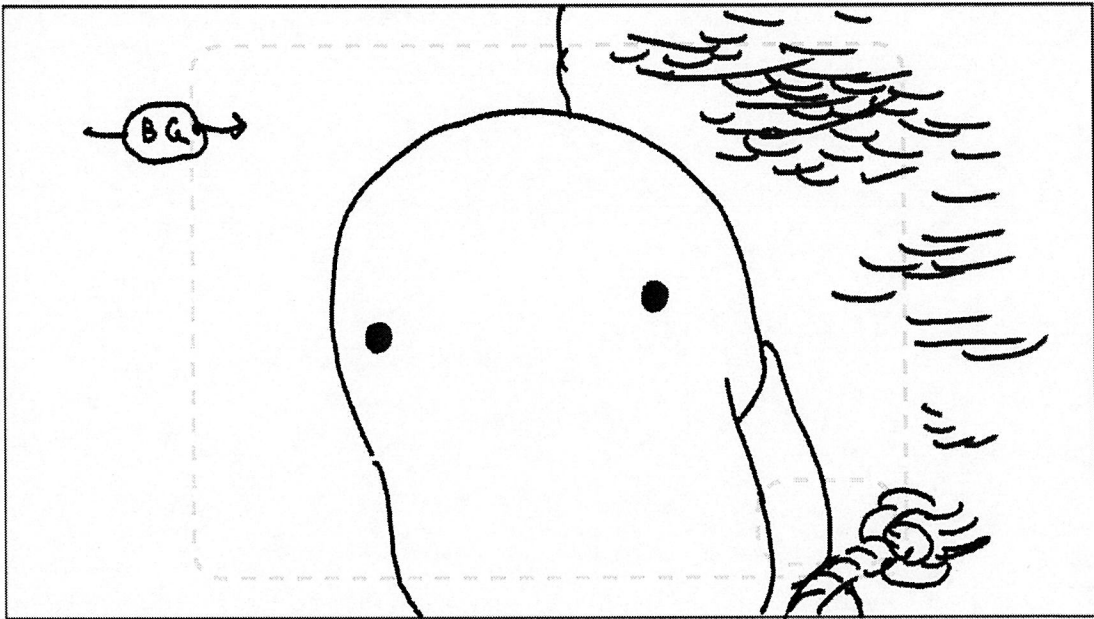


Sc. 52

Pnl. A

Bg.

day night



Dialog:

©. OUCH!

Q/ UH,

Action:

Timing:

Production :

EPISODE #

1025-178

ADVENTURE TIME



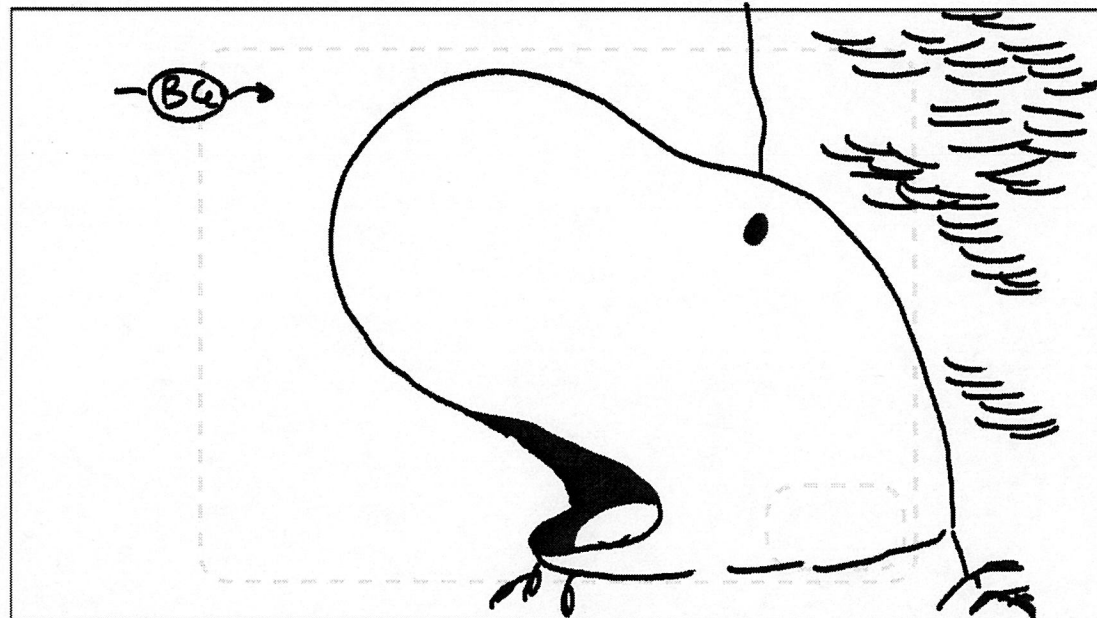
Page 81

Sc. 52

Pnl. B

Bg.

day night

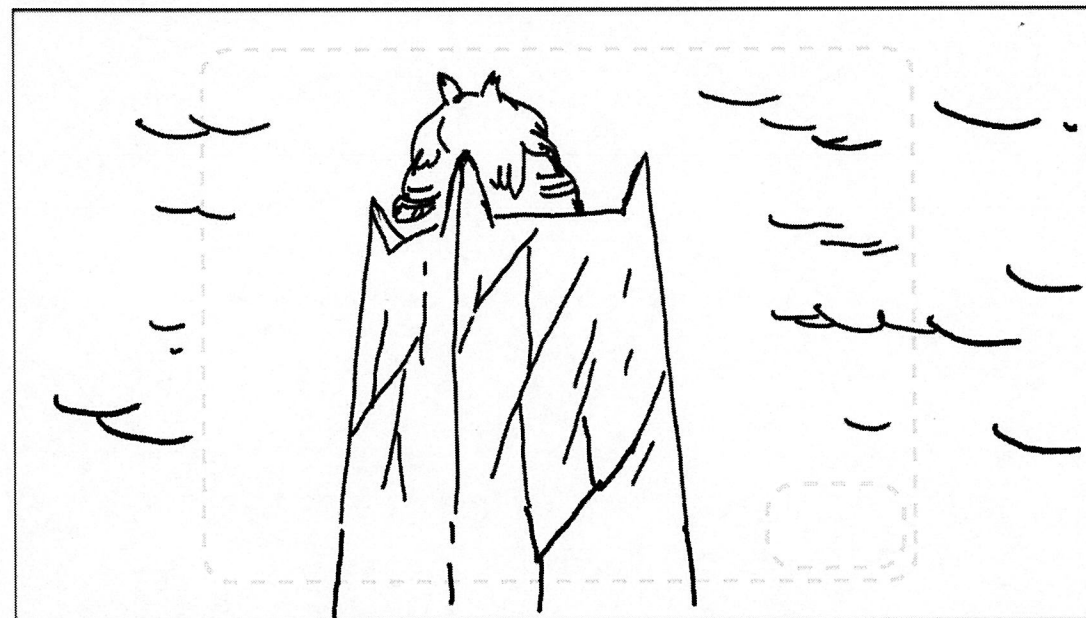


Sc. 53

Pnl. A

Bg.

day night



Dialog:

⑥ MASTER EVERGREEN, CAN I
RIDE ON THE PALANQUIN WITH
YOU? MY FEET ARE SOFT.

Action:

≡ BEAT ≡

Timing:

Production :

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ADVENTURE TIME



Sc. 54

Pnl. A

Bg.

day night

Sc. 54

Pnl. B

Bg.

day night

Dialog:
©/ NO, YOU'RE RIGHT.
©/ WHOOP!
Action:
Timing:

EPISODE # 1025-178

Production :

ADVENTURE TIME



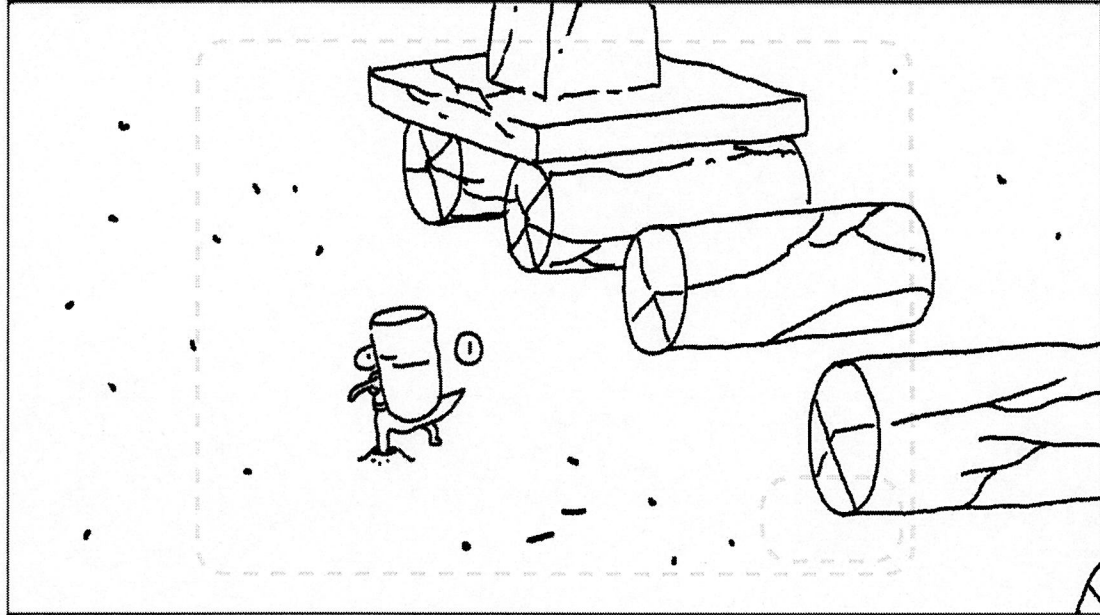
Page 83

Sc. 55

Pnl. A

Bg.

day night

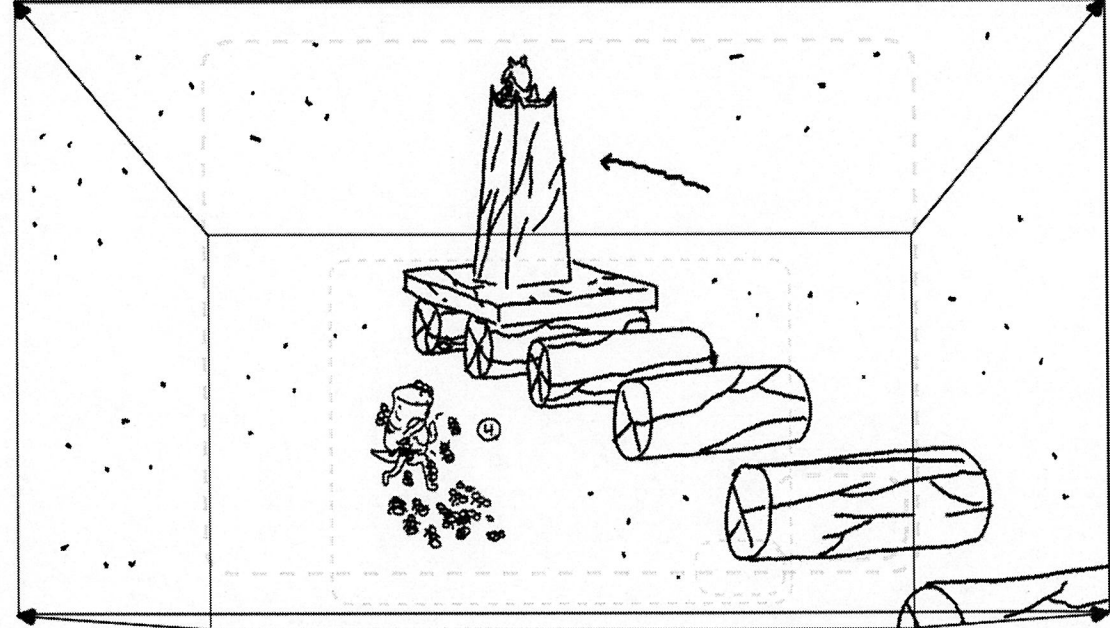


Sc. 55

Pnl. B

Bg.

day night



Dialog:

@/ HOO BOY. AHH! HOO BOY!

Action:

GUNTER GETS COVERED IN GIANT ANTS. SWARMED.

Timing:



← STARTS WALKING BACKWARDS. BRUSHING OFF ANTS

Production :

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ADVENTURE TIME



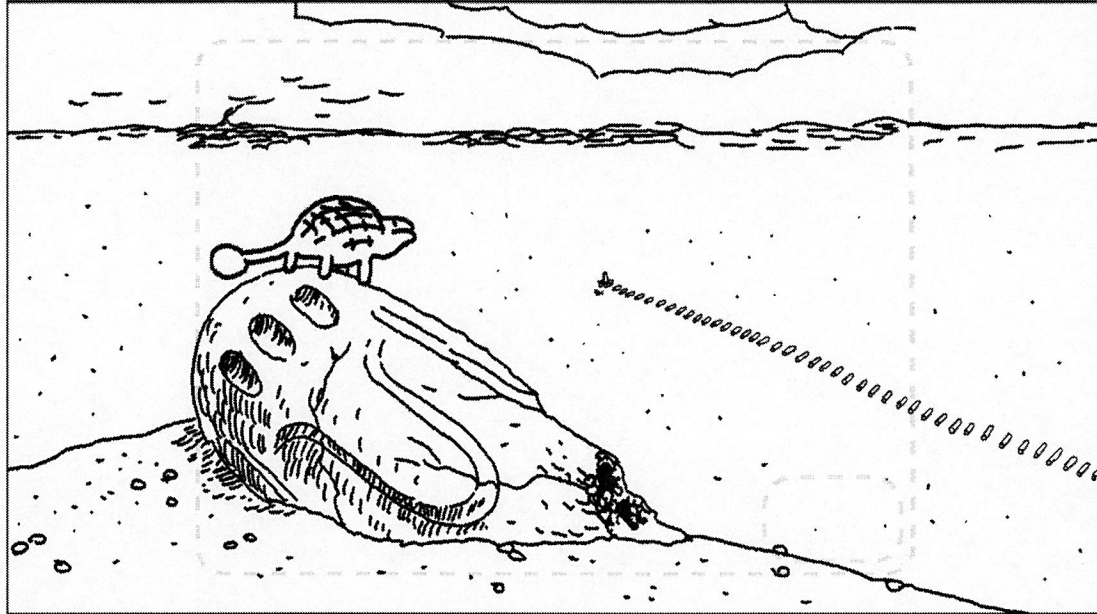
Page 84

Sc. 56

Pnl. A

Bg.

day night

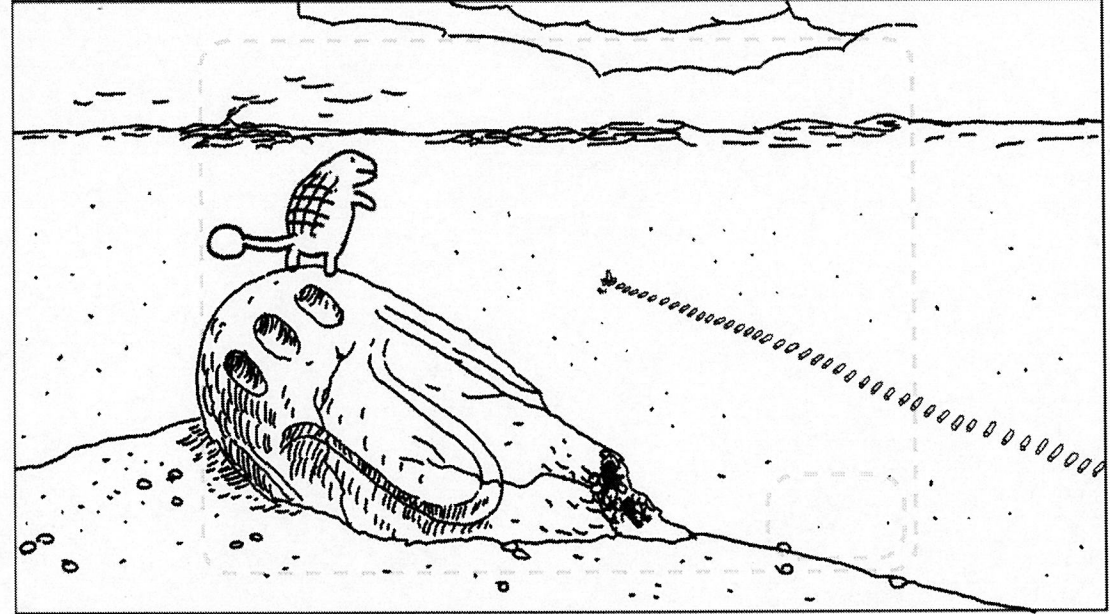


Sc. 56

Pnl. B

Bg.

day night



Dialog:

Action:

X-DISSOLVE

VOLCANO IN THE FAR DISTANCE

LIL' DINO USES ITS TAIL
AS COUNTER-BALANCE TO STAND UP.

Timing:

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ADVENTURE TIME



Sc. 51

Pnl. A

Bg.

day night

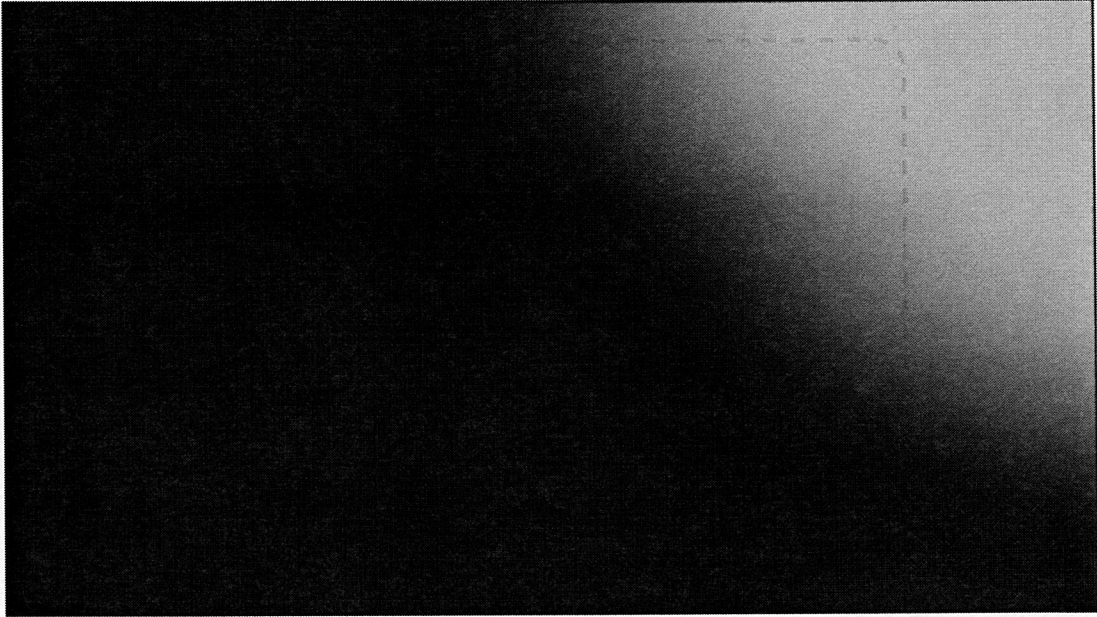


Sc. 51

Pnl. B

Bg.

day night



Dialog:	(SFX) / "ROAR"
Action:	
Timing:	

EPISODE # 1025-178
Production :

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ADVENTURE TIME



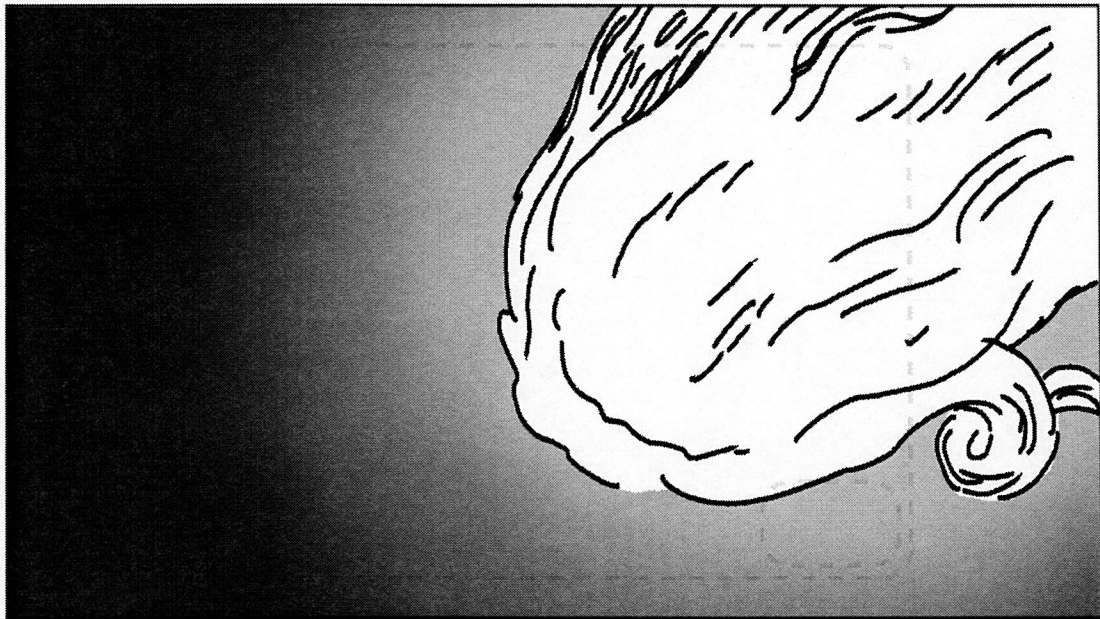
Page 86

Sc. 57

Pnl. c

Bg.

day night

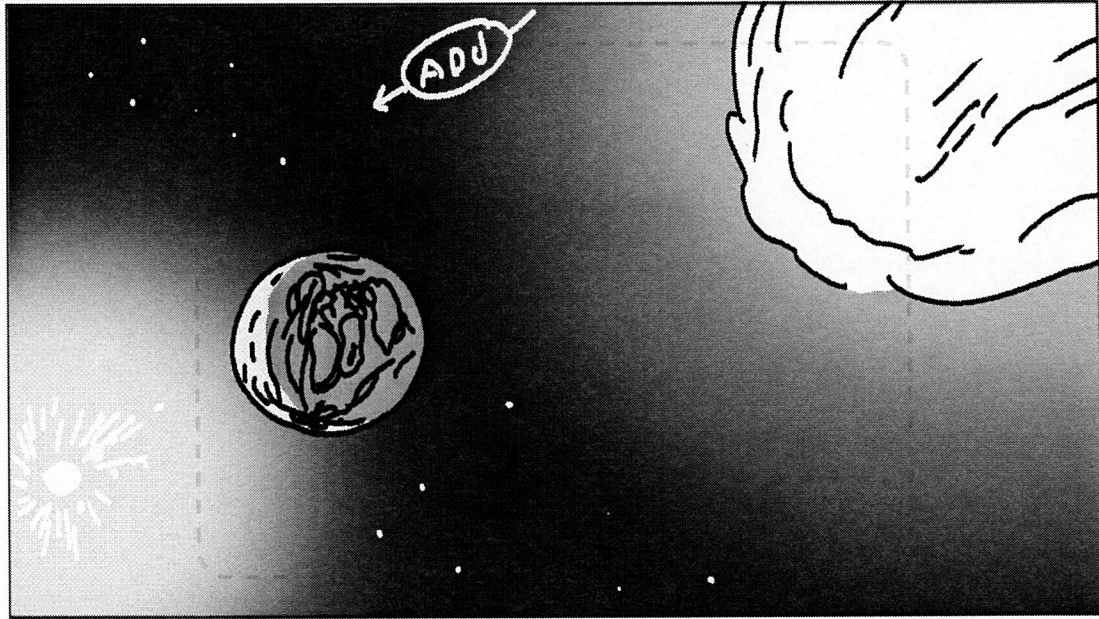


Sc. 5.7

Pnl. D

Bg.

day night



Dialog:

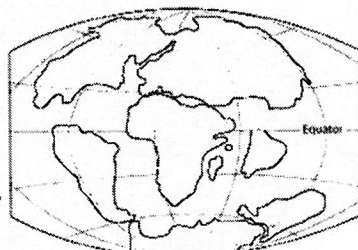
(SFX) W R O A R W

Action:

SLOW PAN OVER,

Timing:

THE EARTH IS CLOUDED
OVER, BUT IS ALSO THE
CRETACEOUS ERA PANGEA.



CRETACEOUS
65 million years ago

Production :

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ADVENTURE TIME



Sc. 58

Pnl. A

Bg.

day night

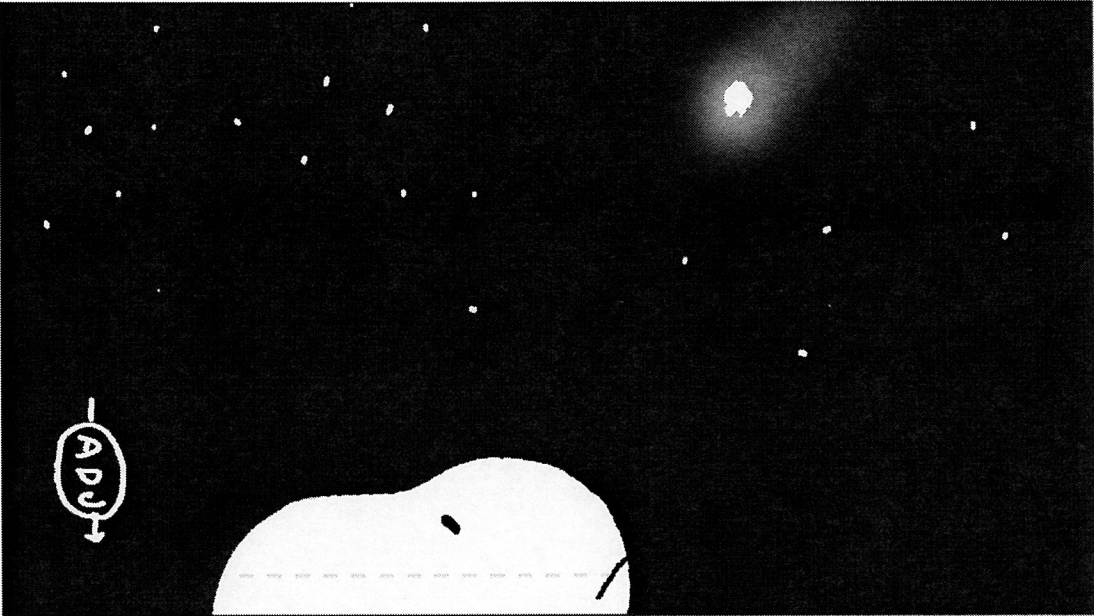


Sc. 58

Pnl. B

Bg.

day night



Dialog:
Action:
Timing:

EPISODE # 1025-178

Production :

ADVENTURE TIME



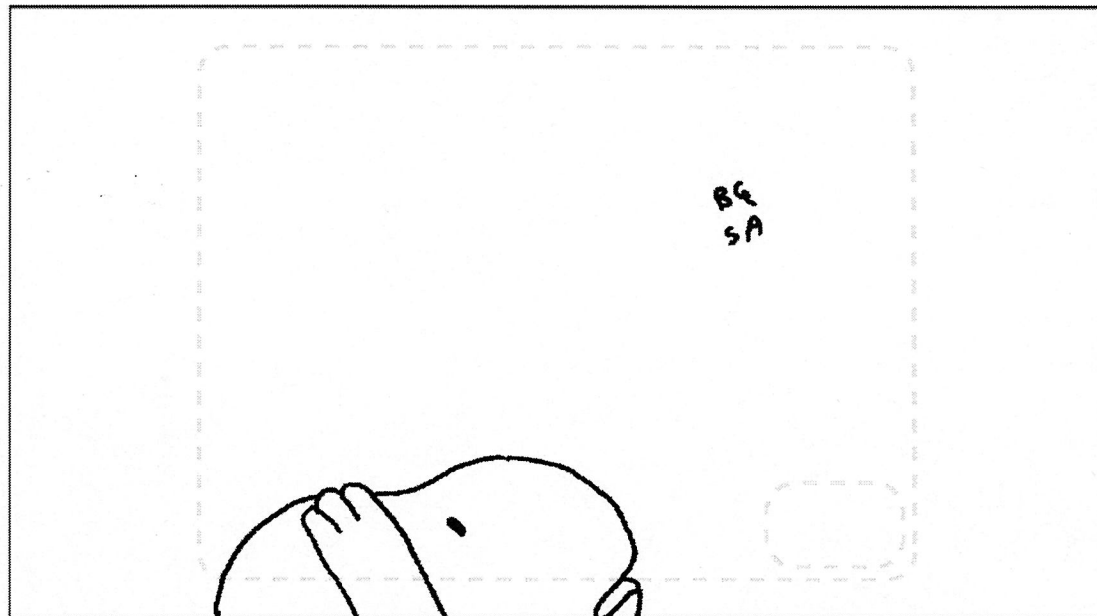
Page 88

Sc. 58

Pnl. c

Bg.

day night



Sc. 59

Pnl. A

Bg.

day night



Dialog:

(TO HIMSELF)

Q/ GETTIN' FAT.

(LOUD)

Q/ GETTIN' FAT, RIGHT!?

Action:

SCRATCHES HIS HEAD.



Timing:

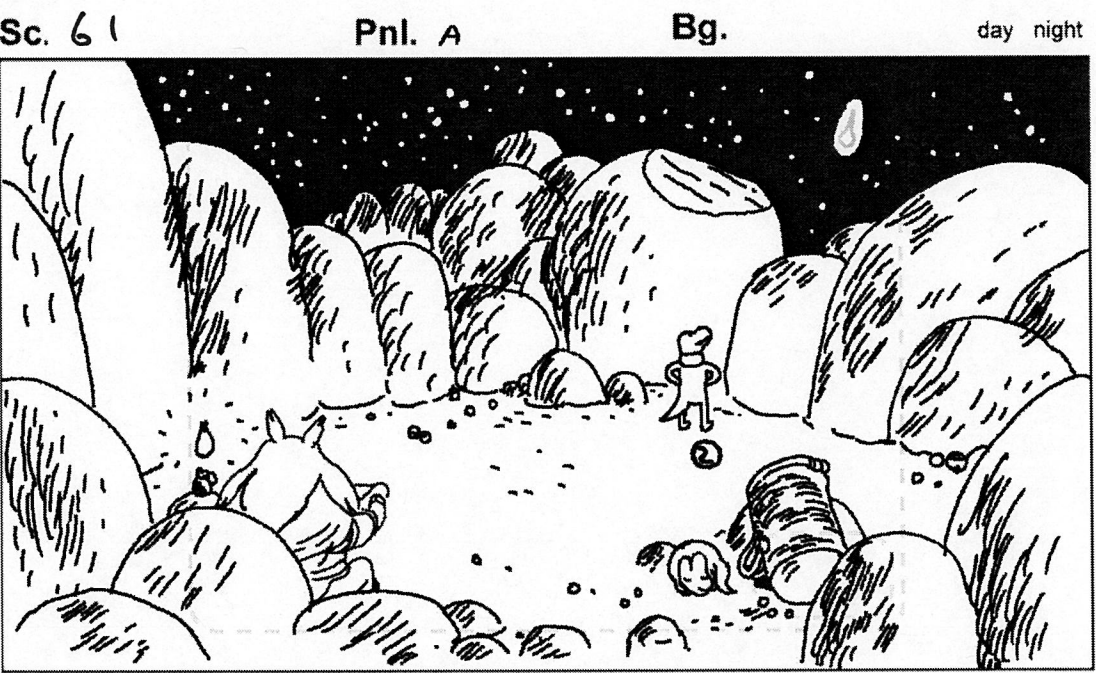
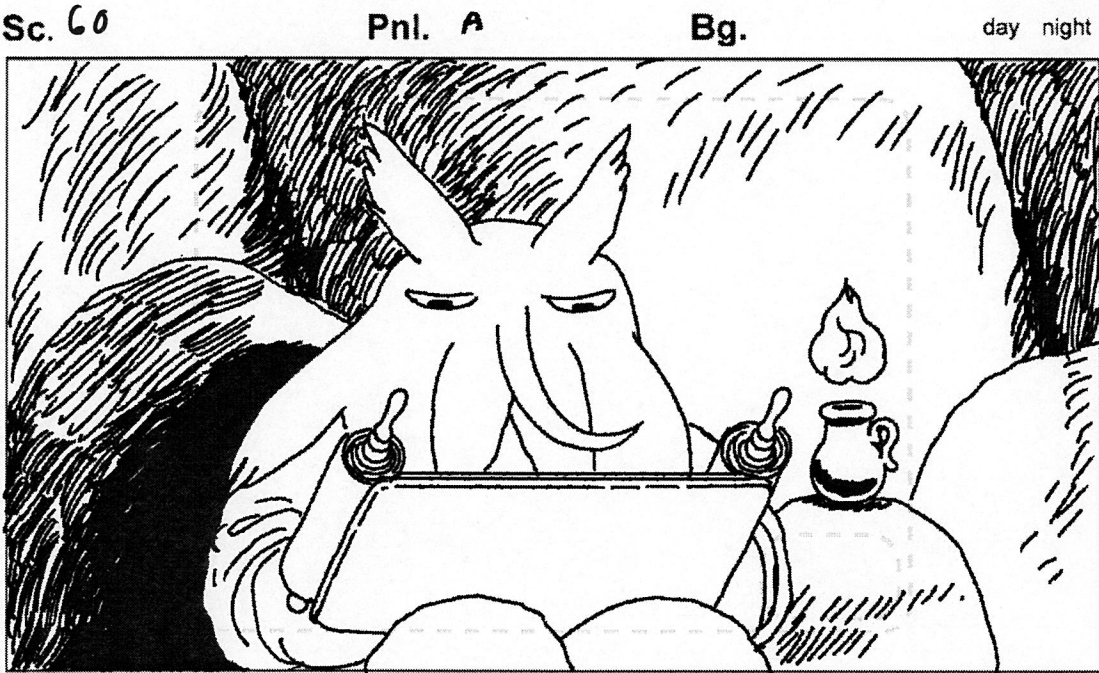
Production :

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ADVENTURE TIME



Dialog:	<p>UQ/ m m m .</p> <p>Q HOWEVER I WOULD SUGGEST ... THAT THIS IS STILL A <u>NICE NIGHT</u>. I LIKE IT, IT'S QUIET.</p>
Action:	<p>LIKE HE'S TRYING TO BE MORE INSIGHTFUL THAN HE ACTUALLY IS.</p> <p>1</p>
Timing:	

EPISODE # 1025-178
Production :

ADVENTURE TIME



Sc. 62

Pnl. A

Bg.

day night

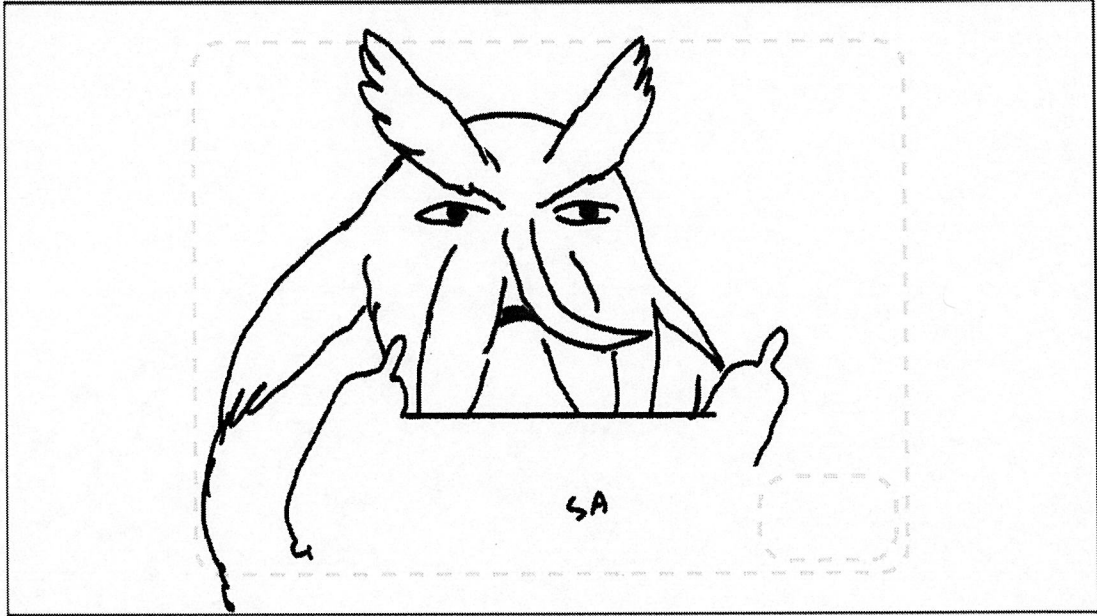


Sc. 62

Pnl. B

Bg.

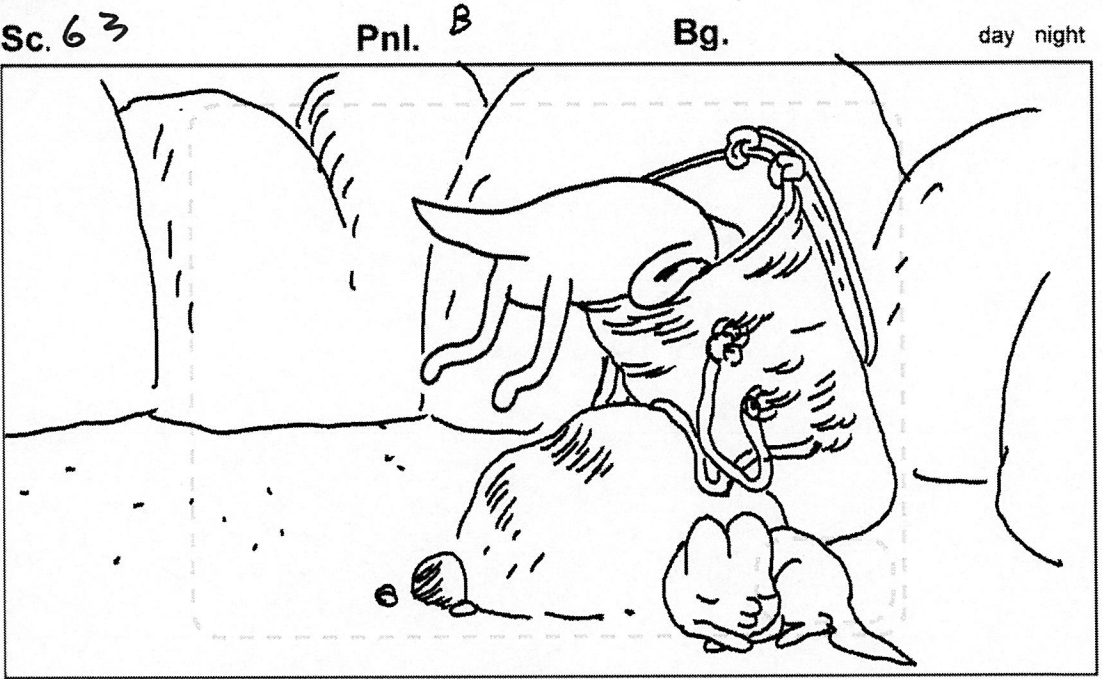
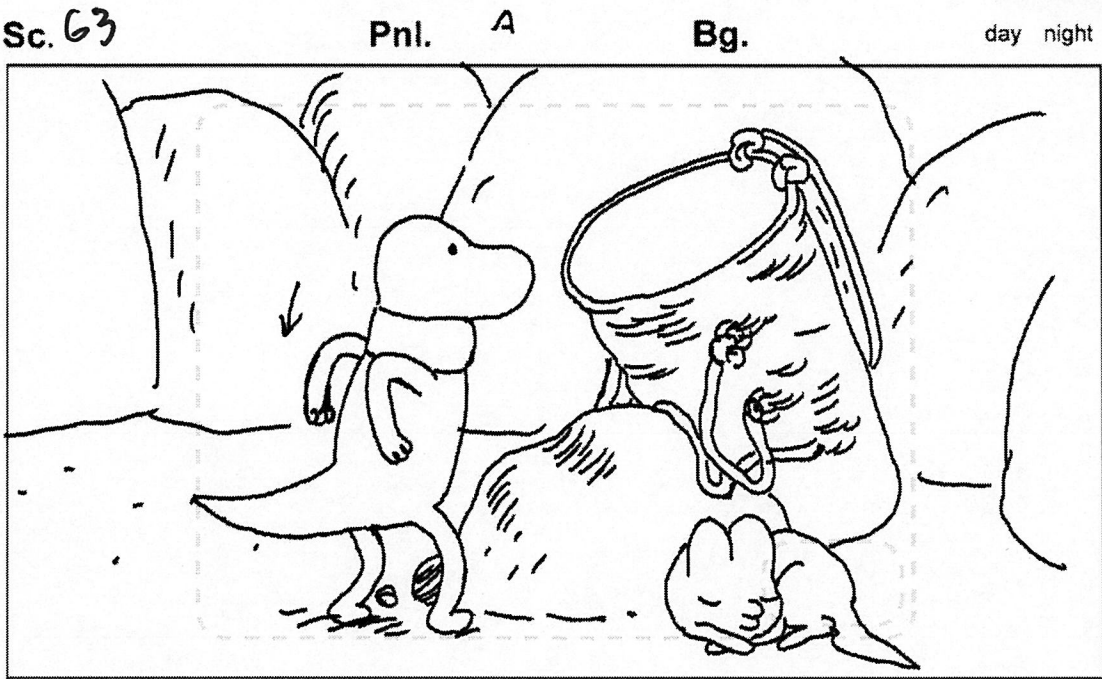
day night



Dialog:	<p>UE/ MMM. IT IS QUIET. WHY DON'T YOU PUT ON SOME MUSIC.</p>	<p>UE/ THE CHIMES, GUNTHER.</p>
Action:		
Timing:		

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ADVENTURE TIME



Dialog:	Q/ OKAY.
Action:	
Timing:	

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ADVENTURE TIME



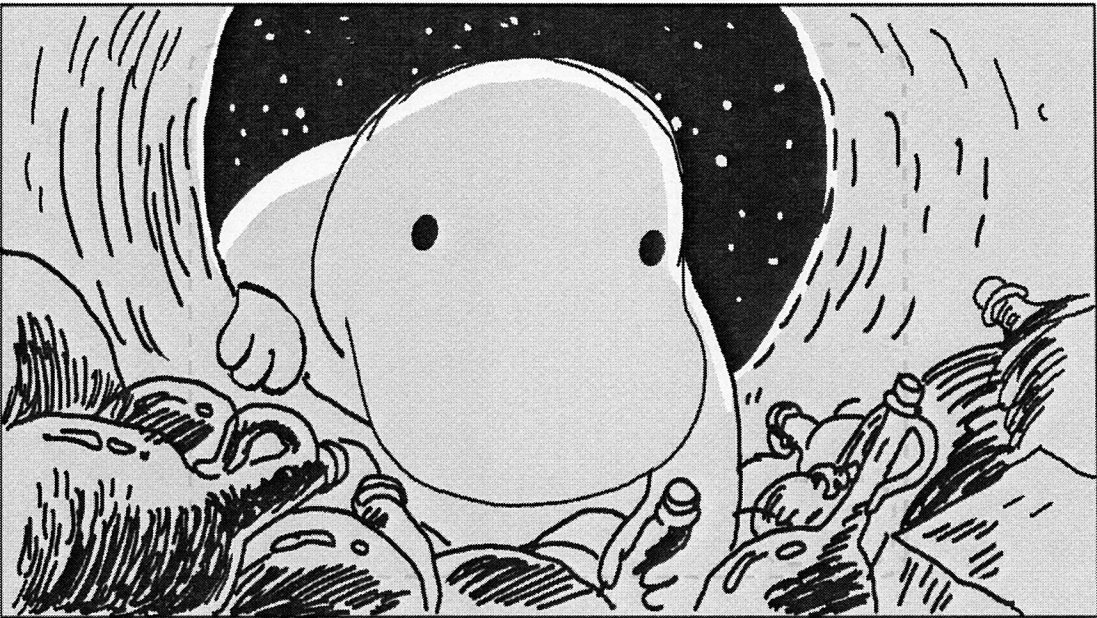
Page 92

Sc. 6a

Pnl. A

Bg.

day night

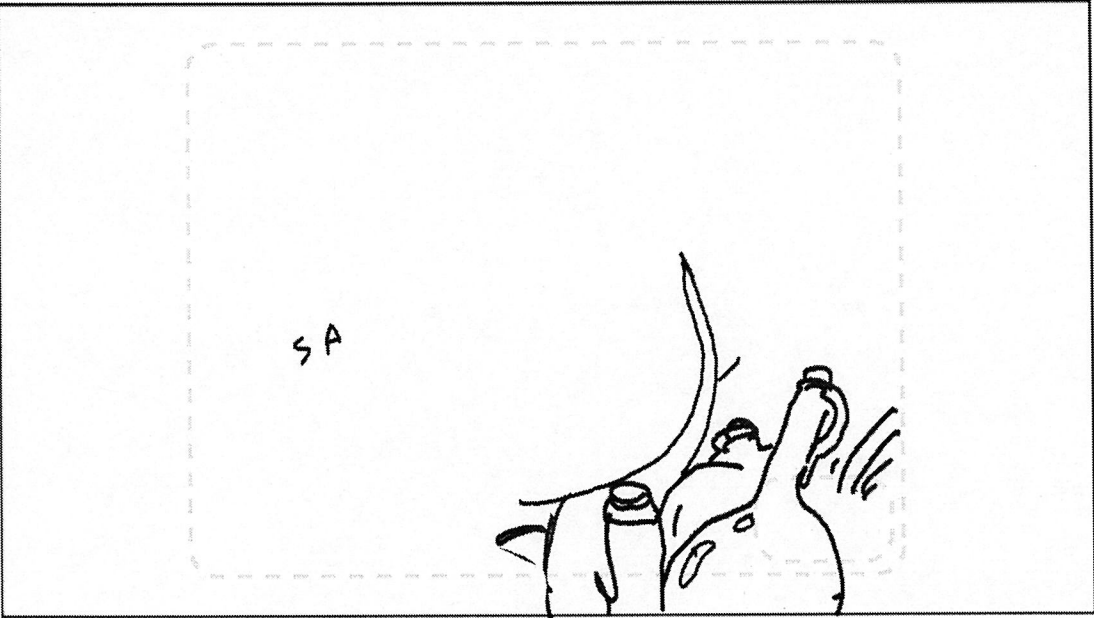


Sc. 6a

Pnl. B

Bg.

day night



Dialog:

~~SPX~~ BOTTLES.

Action:

RUMMAGES
AROUND

Timing:

EPISODE # 1025-178
Production :

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ADVENTURE TIME



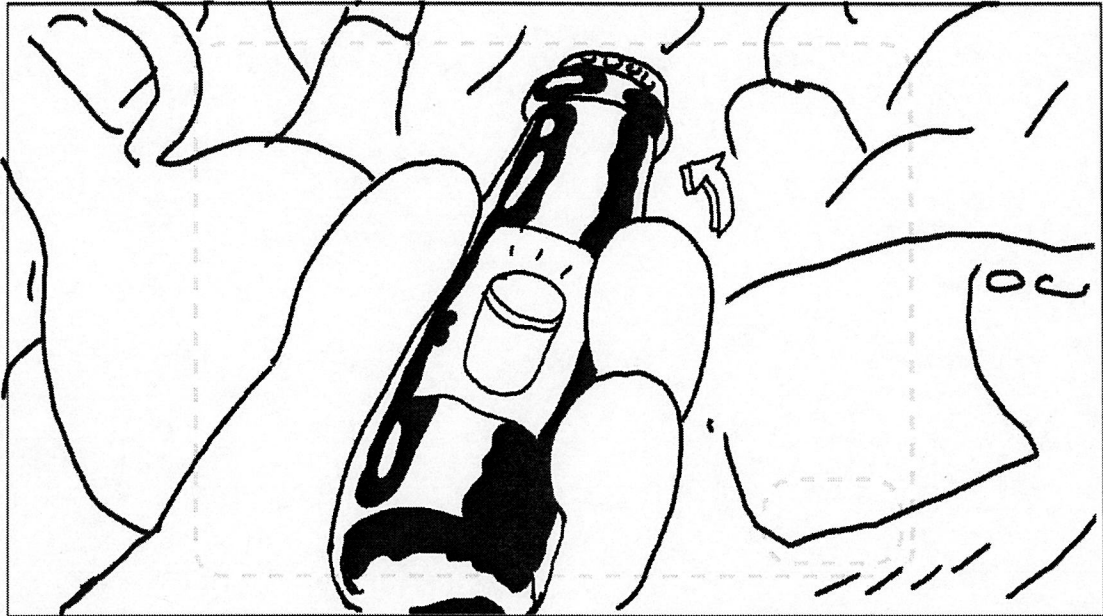
Page 93

Sc. 65

Pnl. A

Bg.

day night

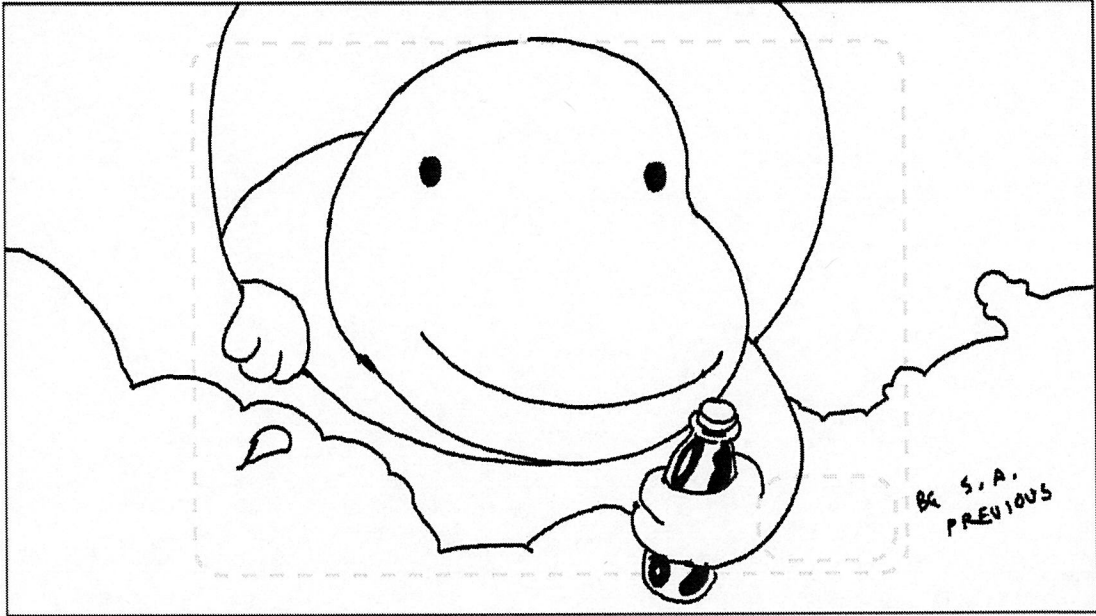


Sc. 66

Pnl. A

Bg.

day night



Dialog:

Action:

BOTTLE WITH A SIMPLE DRAWING
OF A DRUM ON IT.

Timing:

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ADVENTURE TIME



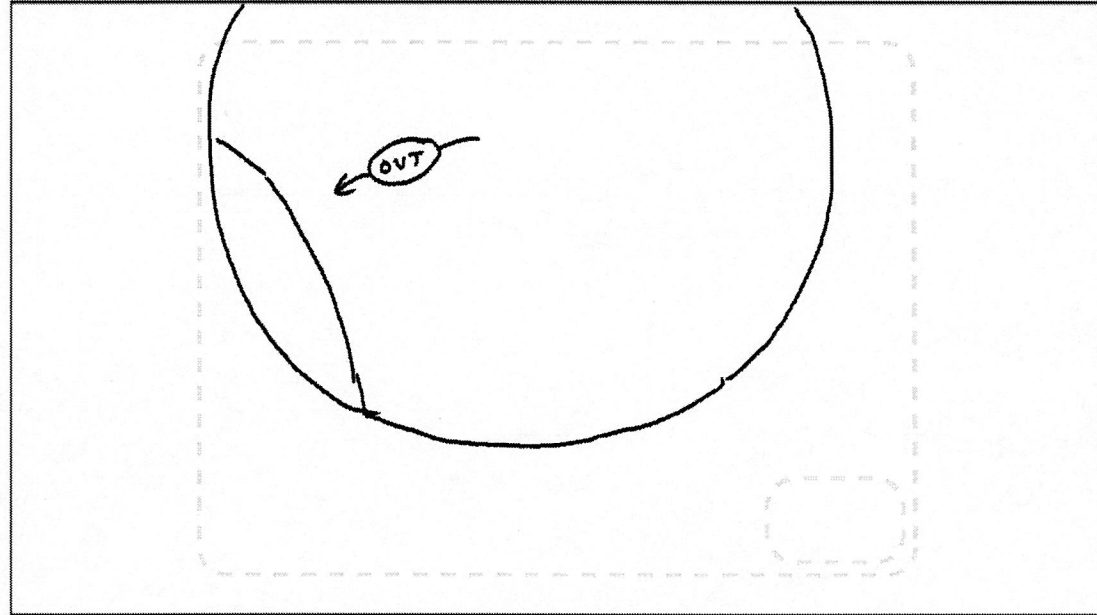
Page 94

Sc. 66

Pnl. 8

Bg.

day night

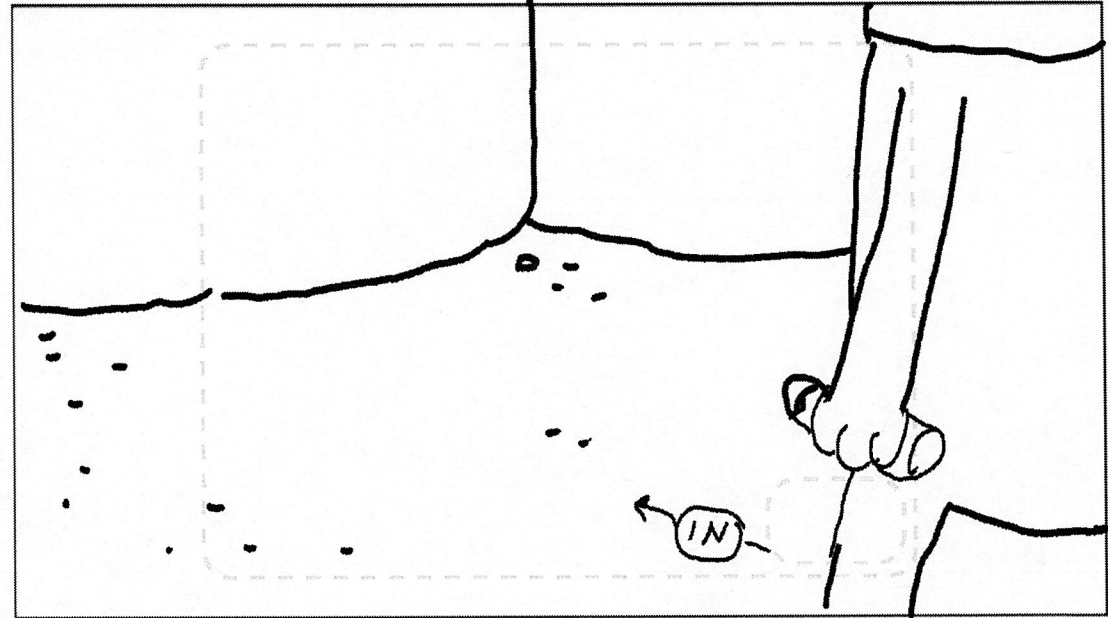


Sc. 67

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

1U25-178

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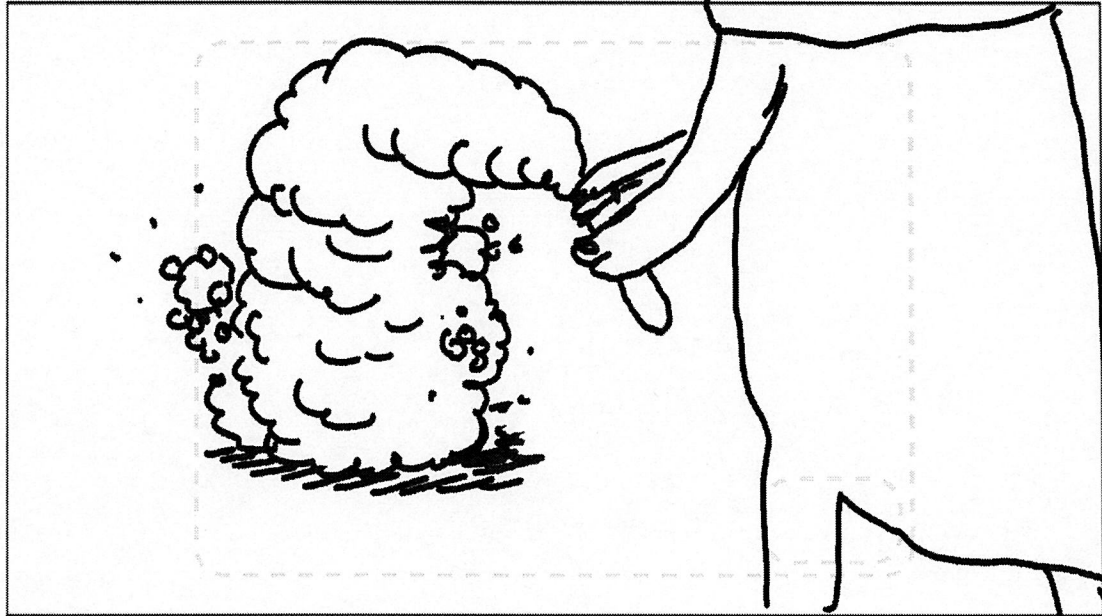


Sc. 67

Pnl. B

Bg.

day night

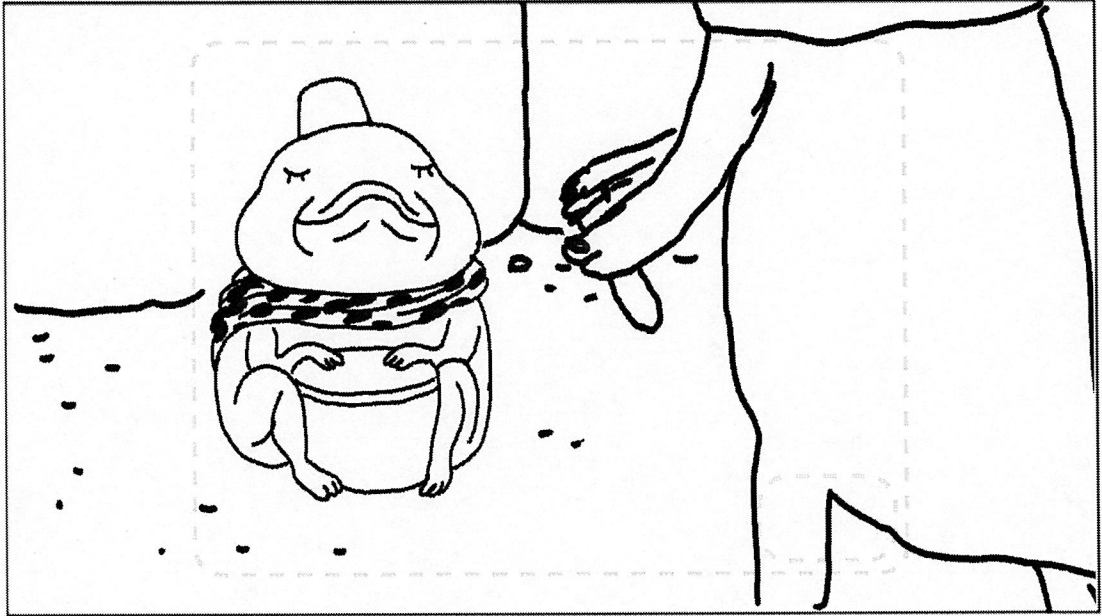


Sc. 67

Pnl. C

Bg.

day night



Dialog:
<div>SPX</div> <div>≡ PSHHHH ≡</div>
Action:
Timing:

Production :

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ADVENTURE TIME



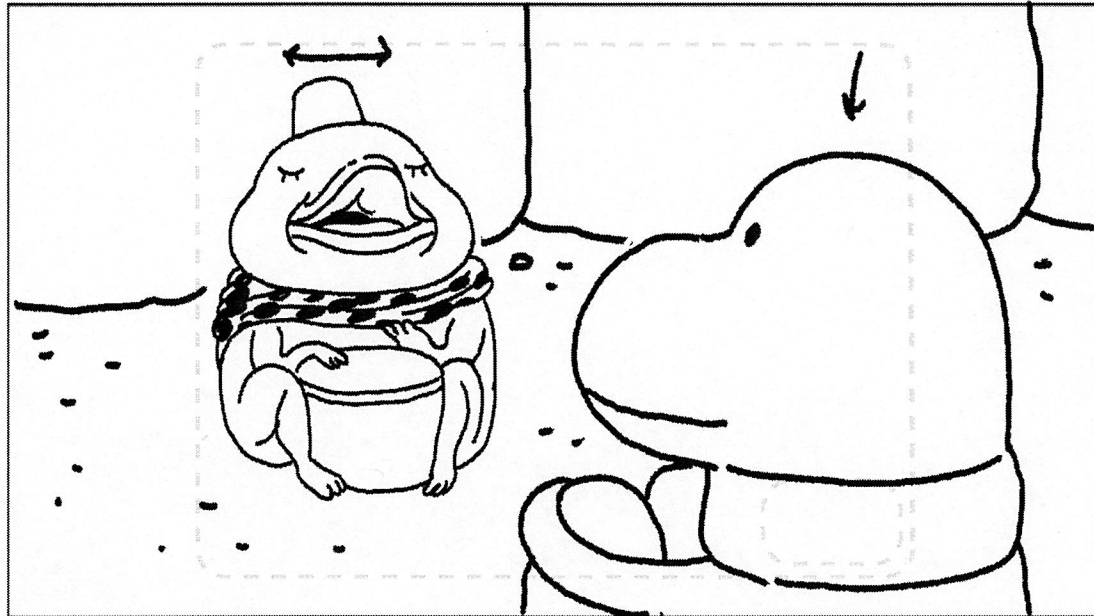
Page 96

Sc. 67

Pnl. D

Bg.

day night



Dialog:

SFX / :: SOFT DRUMMING. ::

Action:

- MOVING ITS HEAD BACK AND FORTH.
- OPENS ITS MOUTH, AND YET
NOT SAYING ANYTHING THOUGH.

Timing:

DESIGN NOTE:

IMP'S SHAWL THE SAME MATERIAL
AS THE ICE KING'S BLANKET.

POSE
1A



POSE
2A



POSE
1B



POSE
2B



ALL POSSIBLE
DRUM POSES.

DRUMMING FASTER THAN HIS RHYTHMIC HEAD MOTION,
I CAN'T FIGURE IT OUT BUT I CAN DO IT.
COME FIND ME! - STEVE W.

EPISODE #

Production :

1025-178

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ADVENTURE TIME



Page 97

Sc. 68

Pnl. A

Bg.

day night



Sc. 69

Pnl. A

Bg.

day night



Dialog:

= SOFT DRUMMING =

Action:

A MOMENT OF
JOY FOR GUNTHER.

Timing:

EPISODE #

1025-178

Production :

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ADVENTURE TIME



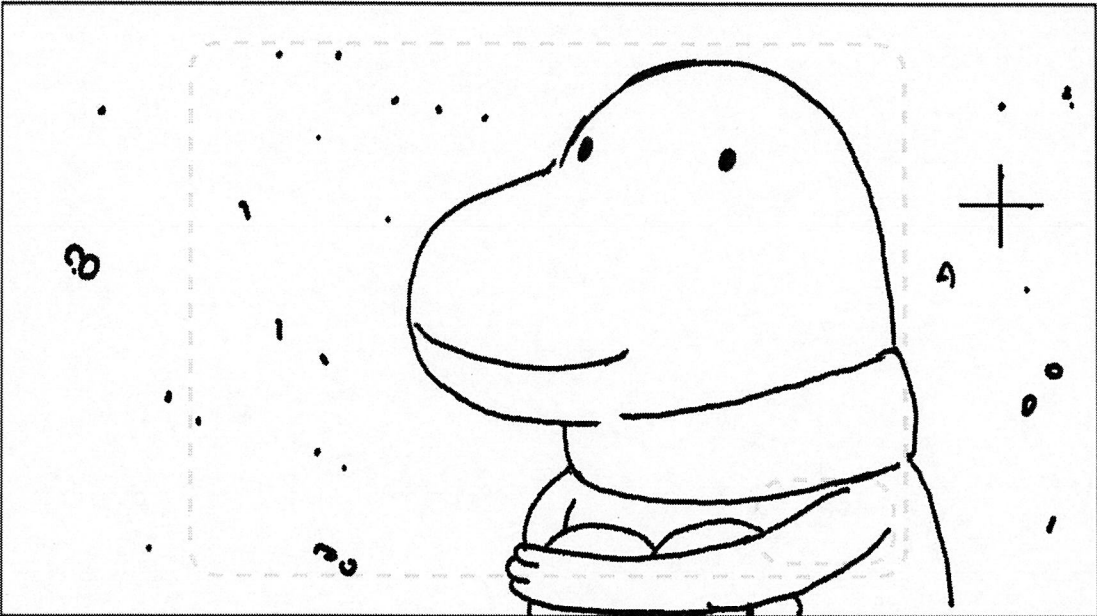
Page 98

Sc. 70

Pnl. A

Bg.

day night

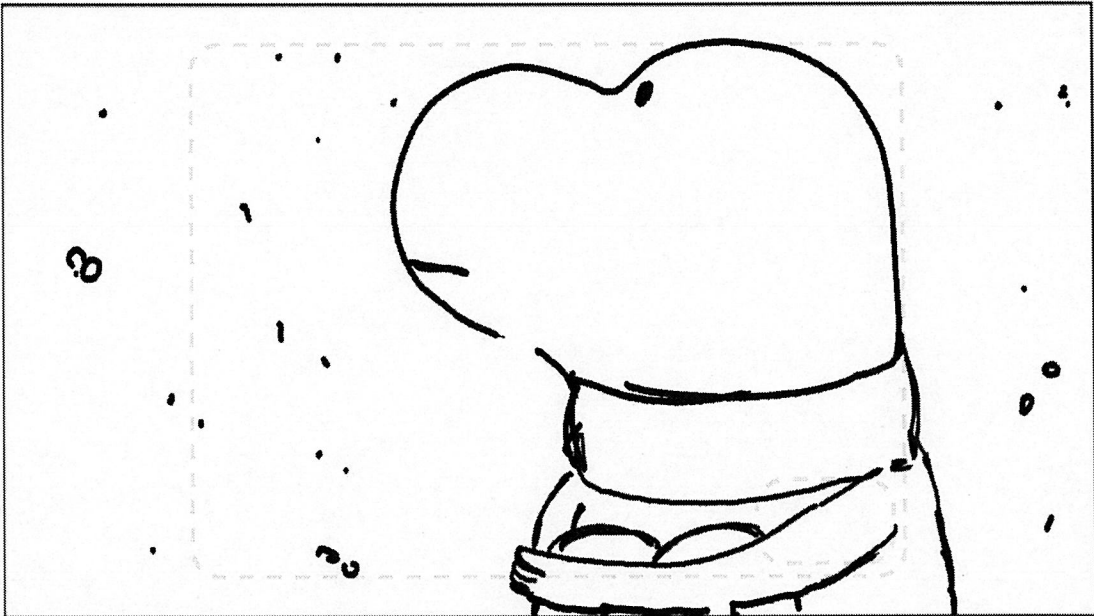


Sc. 70

Pnl. B

Bg.

day night



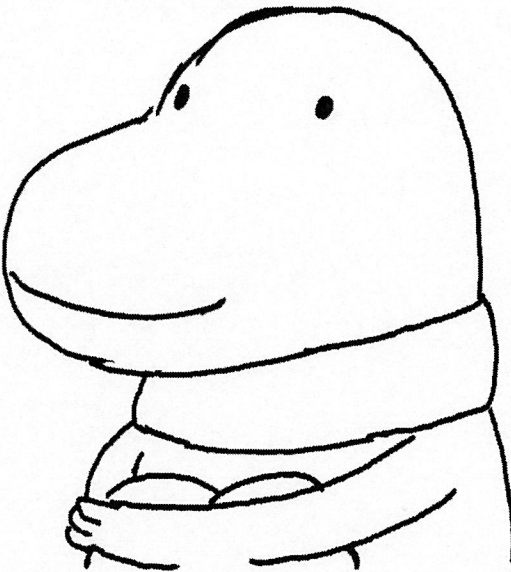
Dialog:

Action:

Timing:

DOING THE
SAME HEAD
MOTION.

A B A B A B



+ ~~UE~~ O.S.

GUNTHER!

EPISODE # 1025-178
Production :

ADVENTURE TIME

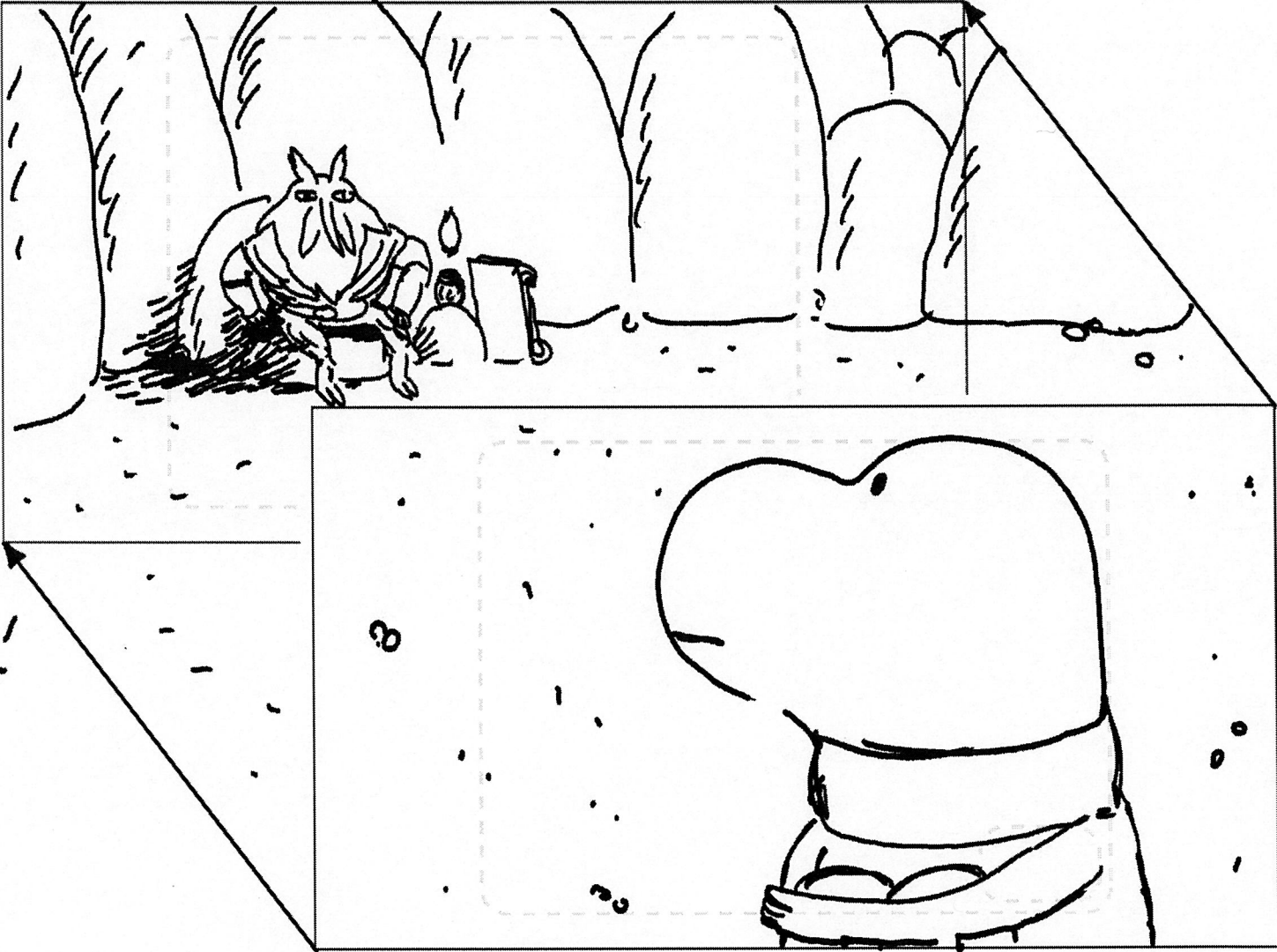


Sc. 76

Pnl. C

Bg.

day night



Dialog:

(UE)

I SAID CHIMES!

Action:

Timing:

EPISODE #

Production :

1025-178

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ADVENTURE TIME

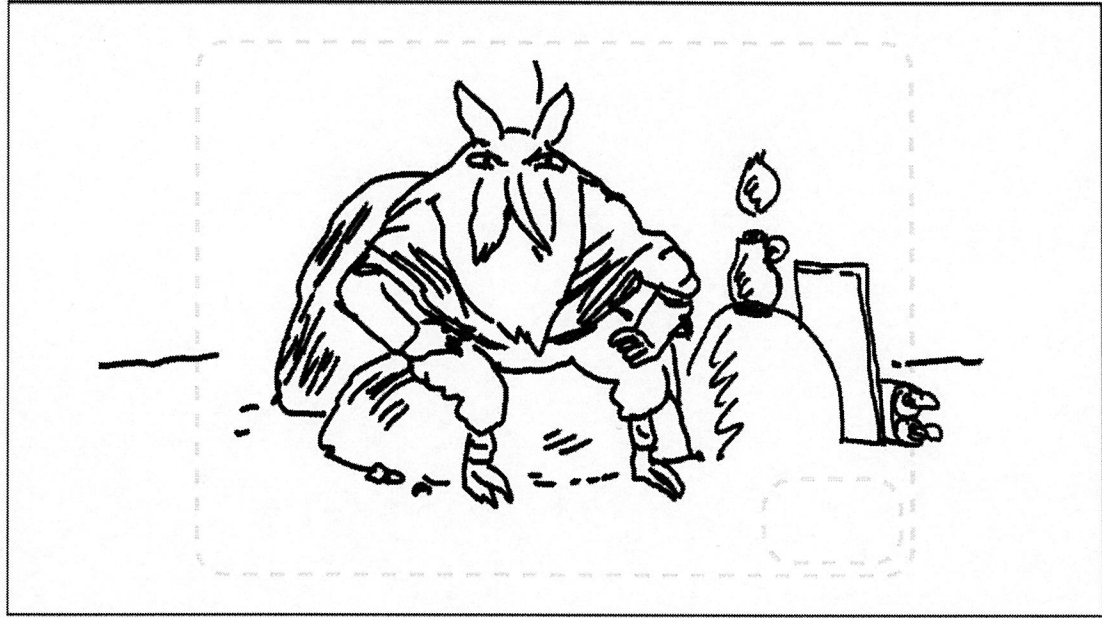


Sc. 71

Pnl. A

Bg.

day night



Sc. 71

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

(SFX) (2) SLAP!



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ADVENTURE TIME



Sc. 71 Pnl. C Bg. day night

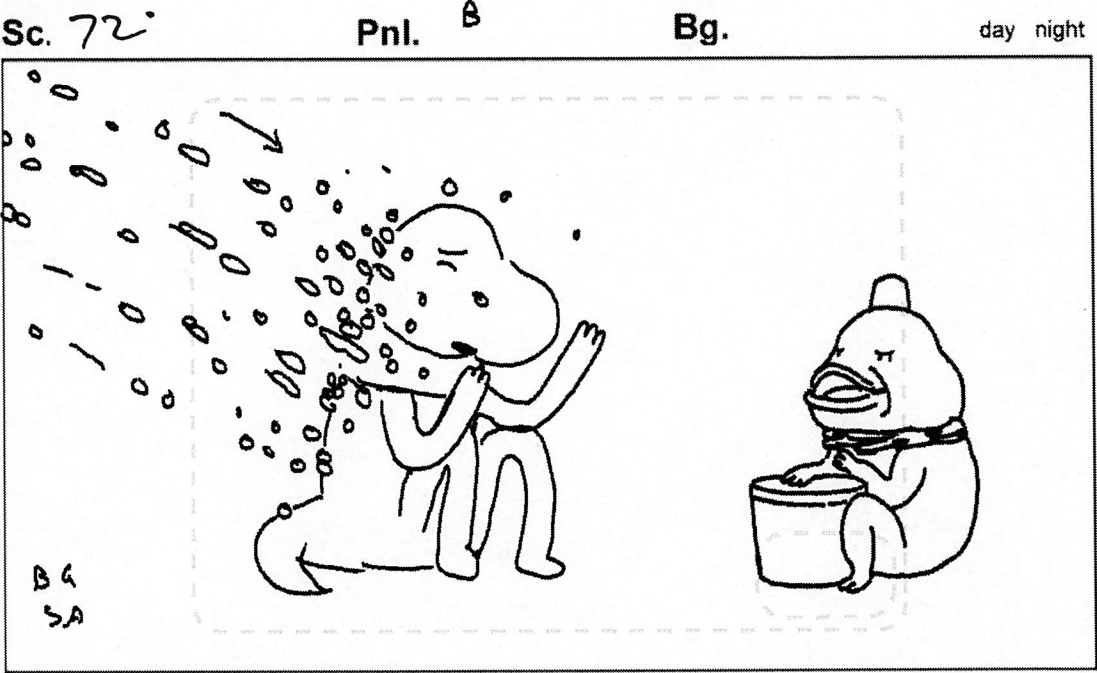
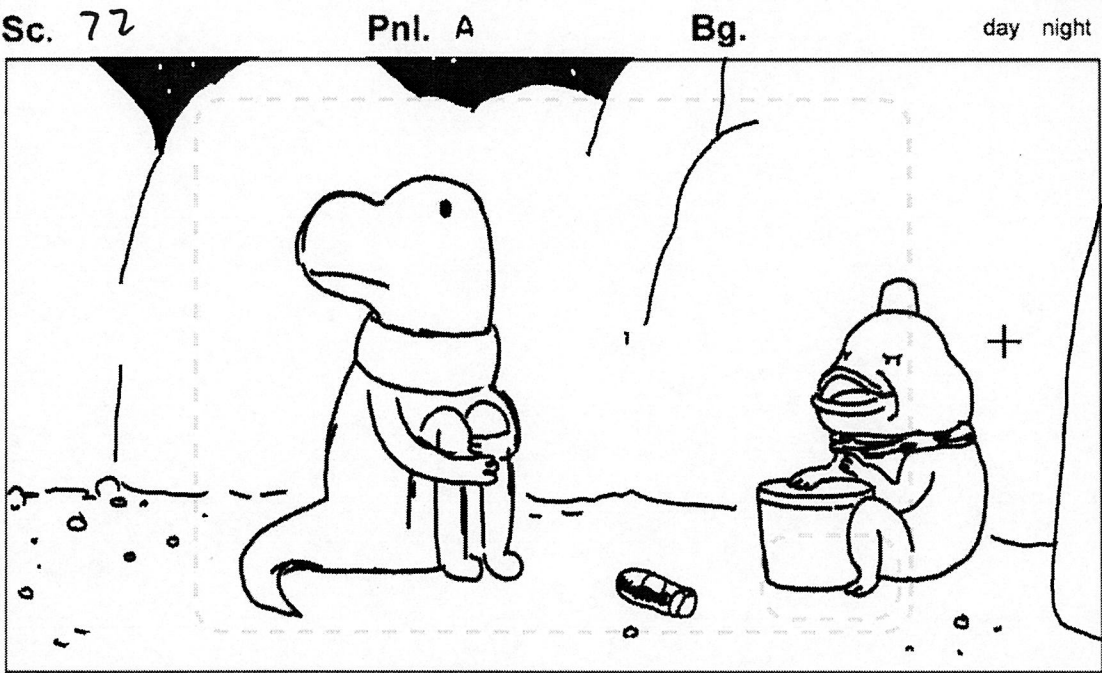
Sc. 71 Pnl. D Bg. day night

Dialog:
UE / GUNTHER , NO!
Action:
Timing:

Production :
EPISODE # 1025-178

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ADVENTURE TIME



Dialog:

⑥ UHEH!

Action: SAME NUMBERING AND POSITIONING AS PREV. DRUM CYCLE. USE WHATEVER ORDER THAT WAS DECIDE UPON. - S.W.

Timing:

1A 2B 2A 2B HIT WITH DIRT.

1025-178

EPISODE #

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ADVENTURE TIME

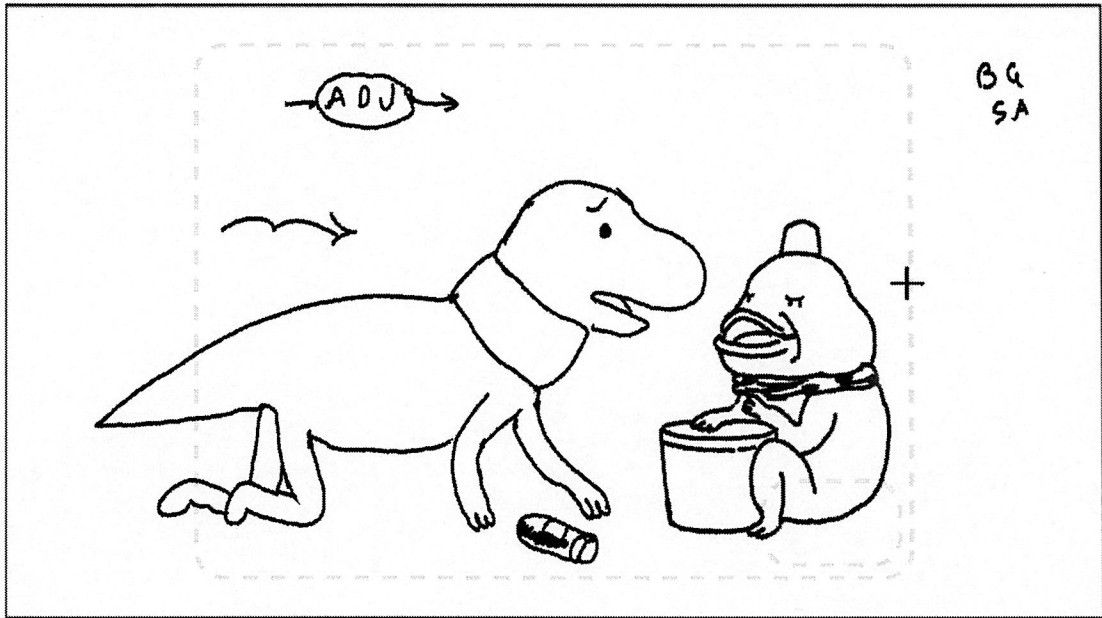


Sc. 72

Pnl. C

Bg.

day night



Sc. 72

Pnl. D

Bg.

day night



Dialog:

@ SORRY. SORRY MASTER, I'LL PUT HIM BACK.

Action:

PICKS UP BOTTLE. TRIES TO PUT HIM BACK IN THE BOTTLE. IMP KEEPS PLAYING AND SMILING.

Timing:



EPISODE #

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ADVENTURE TIME

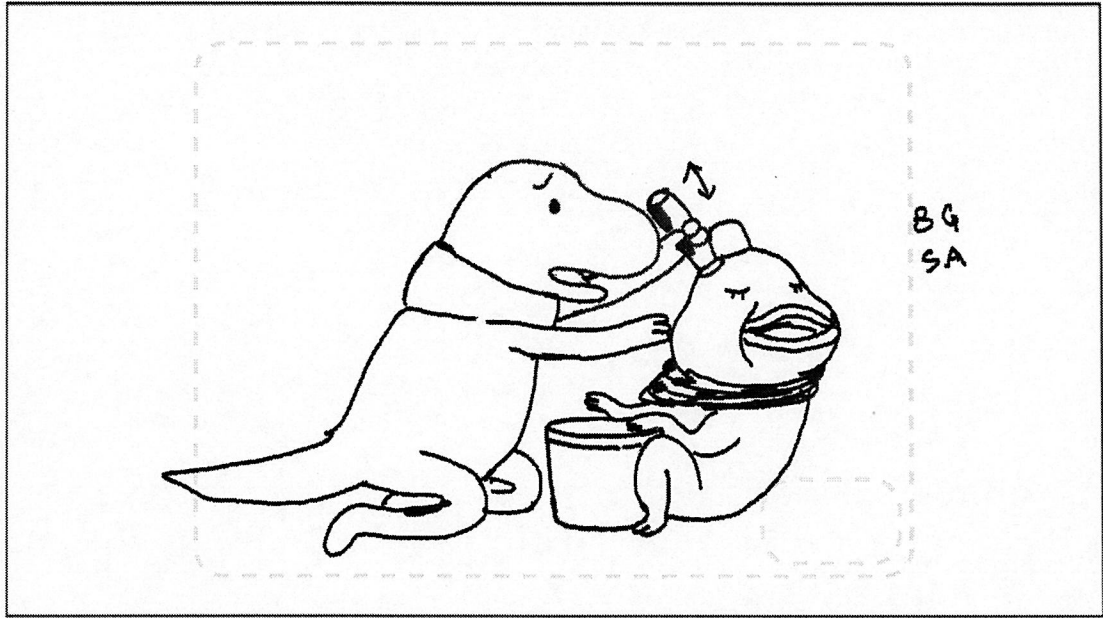


Sc. 72

Pnl. E

Bg.

day night

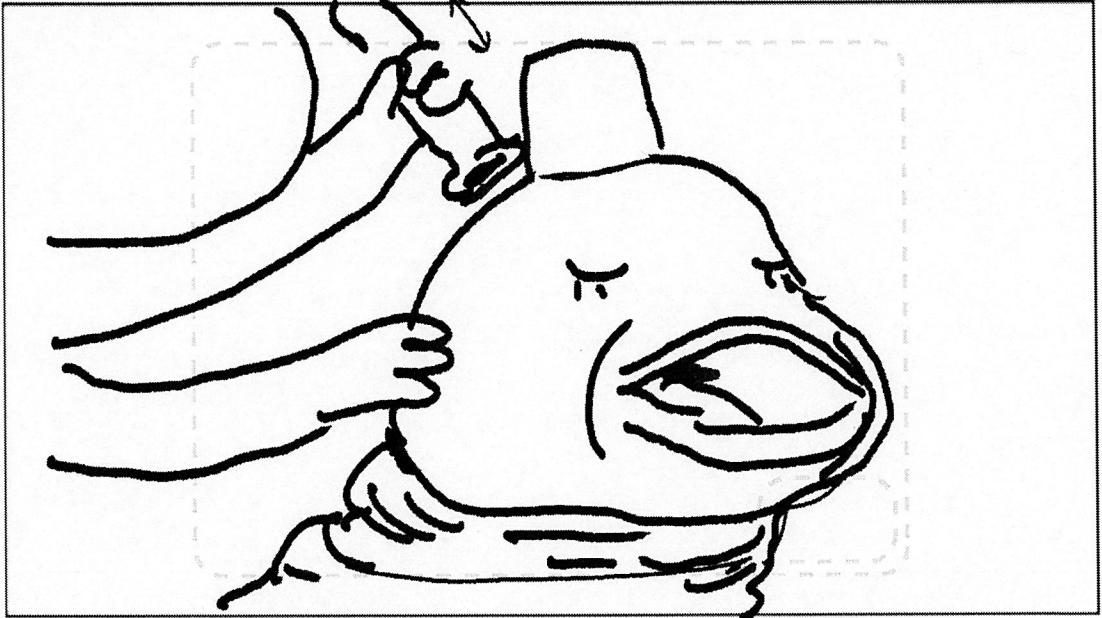


Sc. 73

Pnl. A

Bg.

day night



Dialog:
IMP (CONT.) · EEEEEY!
Action:
Timing:

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ADVENTURE TIME



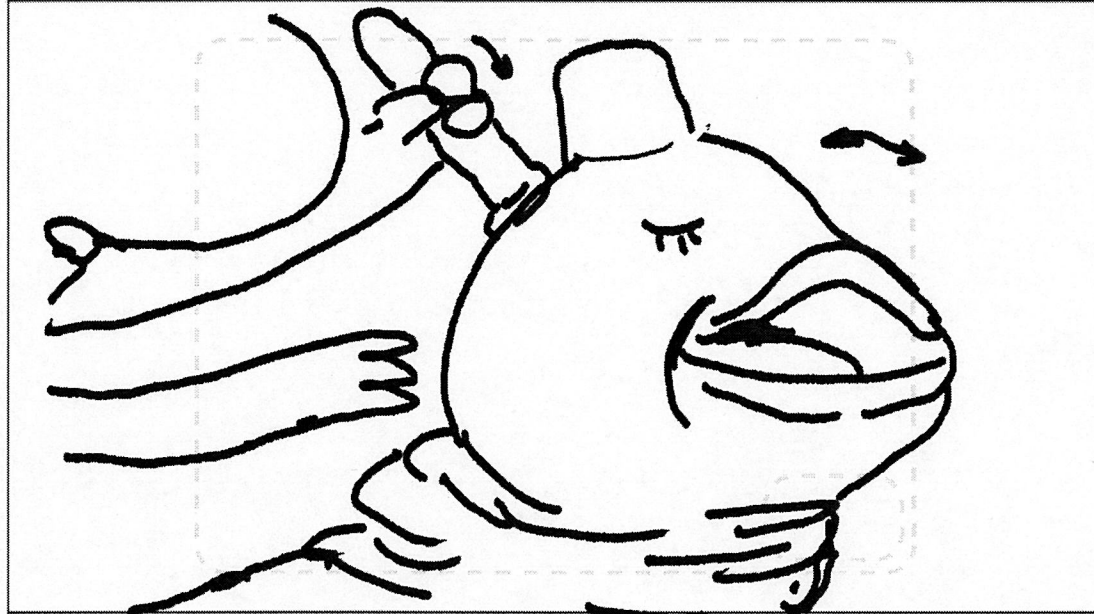
Page 169

Sc. 73

Pnl. B

Bg.

day night



Sc. 74

Pnl. A

Bg.

day night



Dialog:

(IMP) / MMM - WHAT ?

(UE)

SIGH
NEVERMIND. TAKE NINA
AND MAKE YOURSELF USEFUL.

Action:

Timing:

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EPISODE #

Production :

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ADVENTURE TIME



Page 106

Sc. 74

Pnl. B

Bg.

day night



Sc. 74

Pnl. C

Bg.

day night



Dialog:

Action:

GLASS JAR.

Timing:

Production :

EPISODE #

1025-178

ADVENTURE TIME



Page 107

Sc. 74

Pnl. P

Bg.

day night

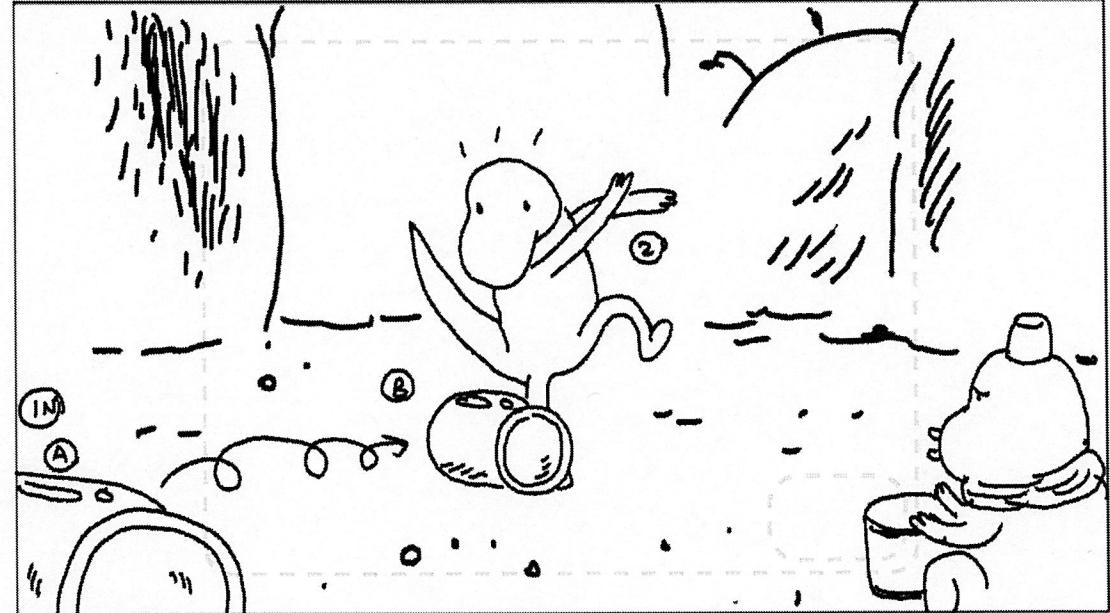


Sc. 75

Pnl. A

Bg.

day night



Dialog:

(UE) / HERE,

(UE)

TAKE

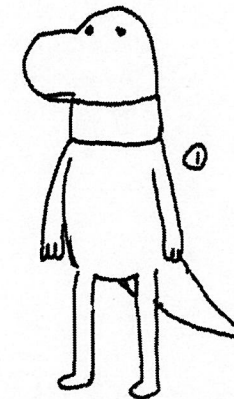
THE

JAR

AND

Action:

Timing:



Production :

EPISODE #

1025-178

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ADVENTURE TIME

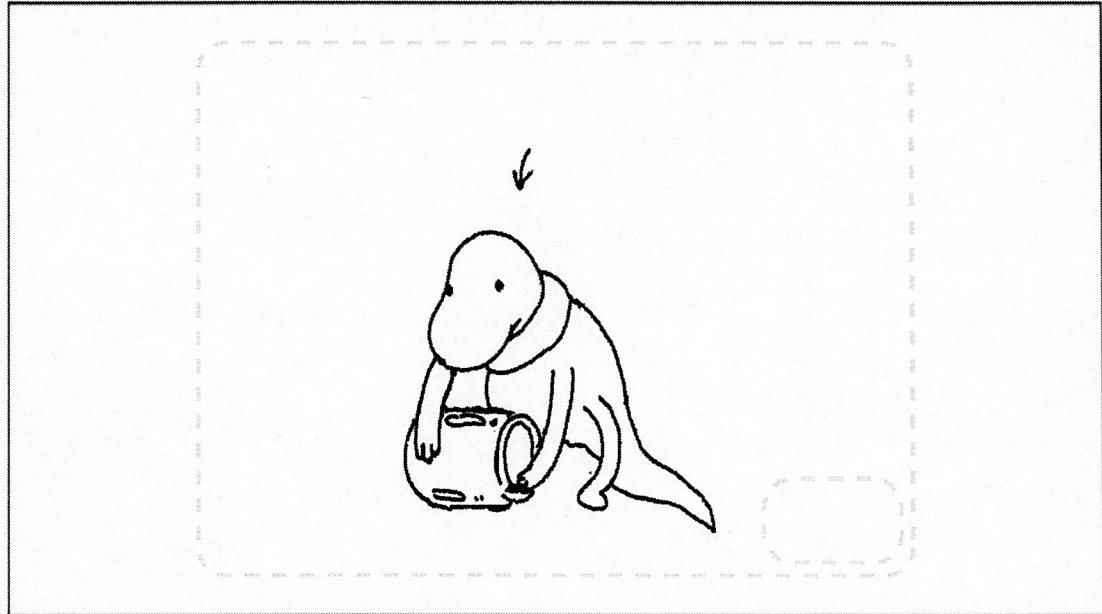


Sc. 75

Pnl. 8

Bg.

day night

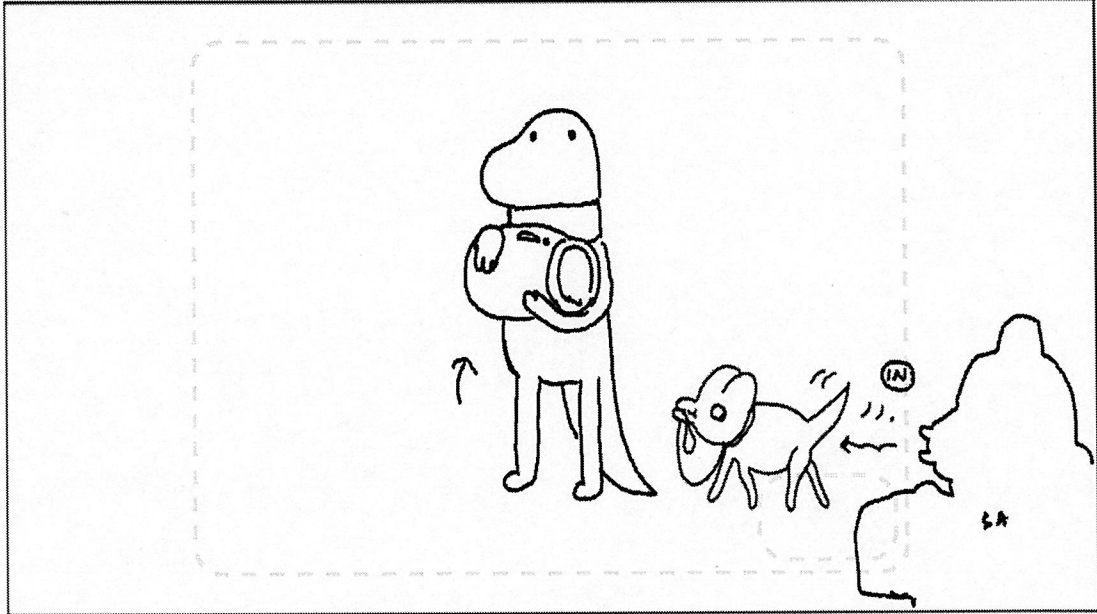


Sc. 75

Pnl. c

Bg.

day night



Dialog:
<div>UE/CONT</div> FIND ME SOME WATER.
Action:
Timing:

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Production :

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ADVENTURE TIME



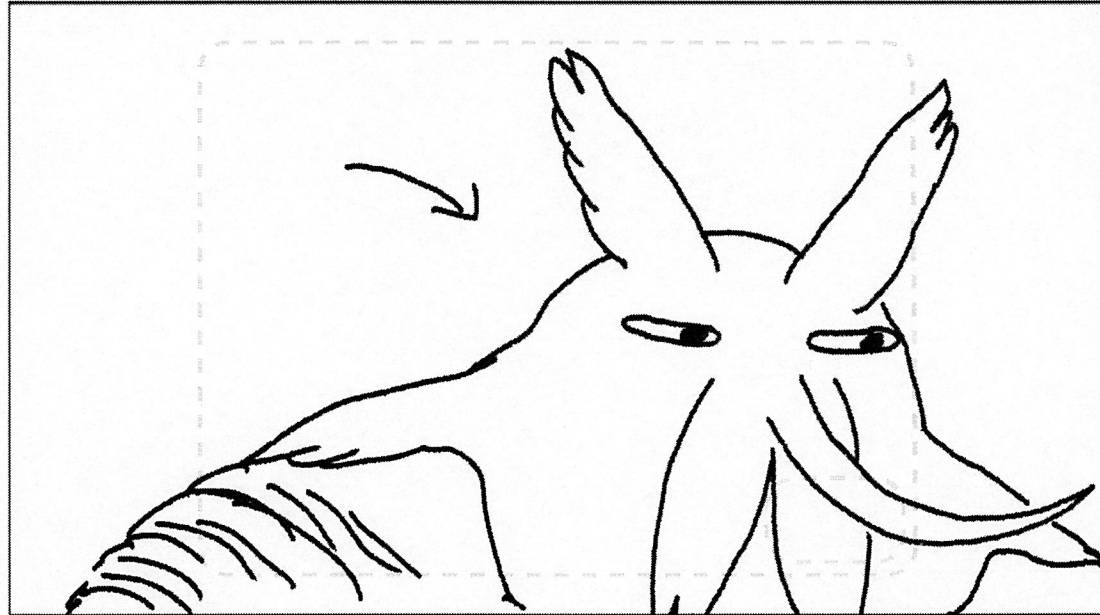
Page 109

Sc. 76

Pnl. A

Bg.

day night

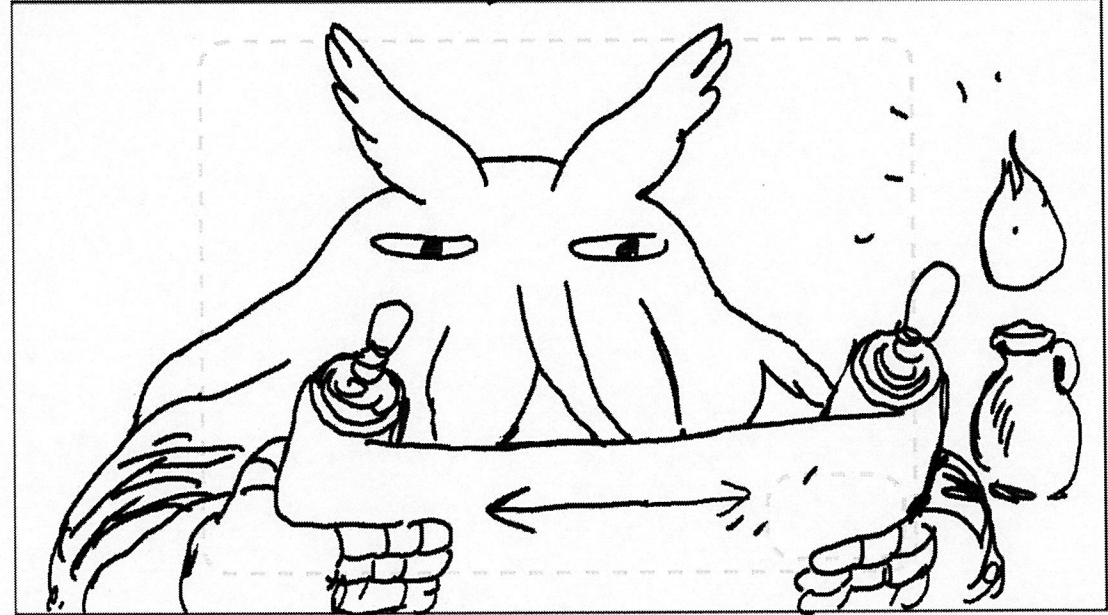


Sc. 76

Pnl. B

Bg.

day night



Dialog:

⓪ THERE'S NOT ENOUGH MOISTURE IN THE AIR FOR
ME TO MAKE US AN ICE CAMP.

Action:

REACHING FOR SCROLL.

GOES BACK TO READING

Timing:

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ADVENTURE TIME



Sc. 77

Pnl. A

Bg.

day night



Sc. 77

Pnl. B

Bg.

day night



Dialog:

Q/ O K A Y

Action:

Timing:

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Production :

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ADVENTURE TIME

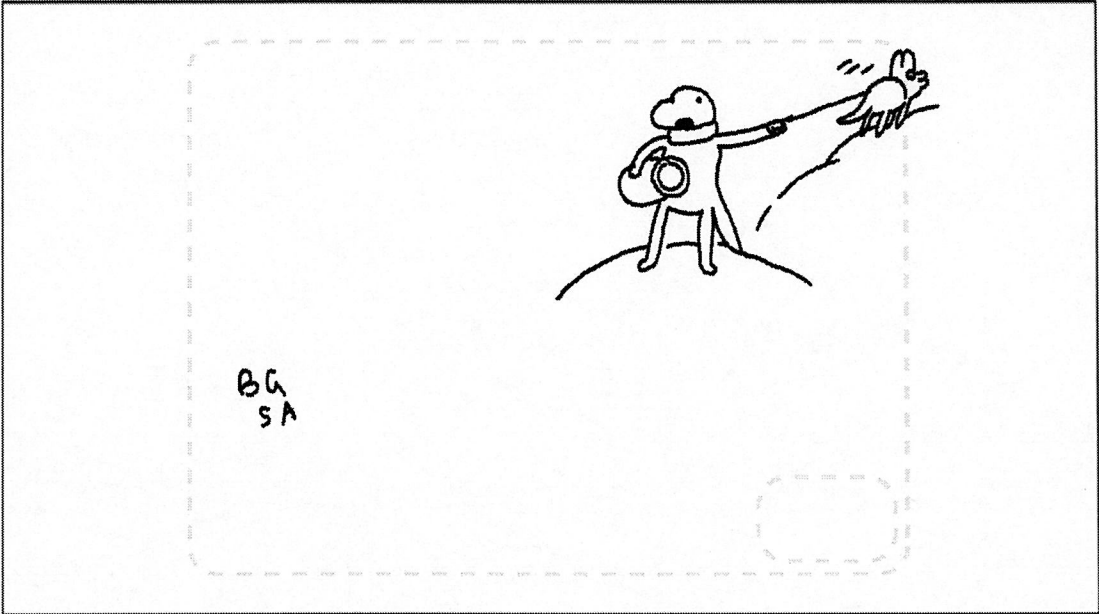


Sc. 77

Pnl. C

Bg.

day night

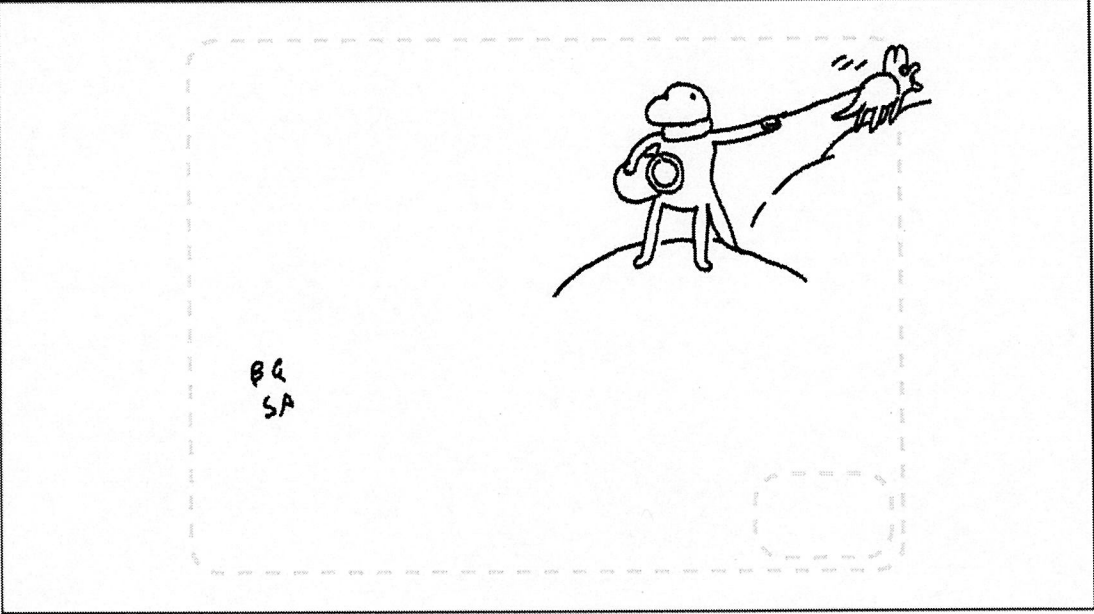


Sc. 77

Pnl. D

Bg.

day night



Dialog:

UH, MASTER? I'M SORRY. I DON'T
Q/ THINK I'VE SEEN ANY WATER
AT ALL TODAY.

P/ WEMP!

Action:

Timing:

1025-178

EPISODE #

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ADVENTURE TIME



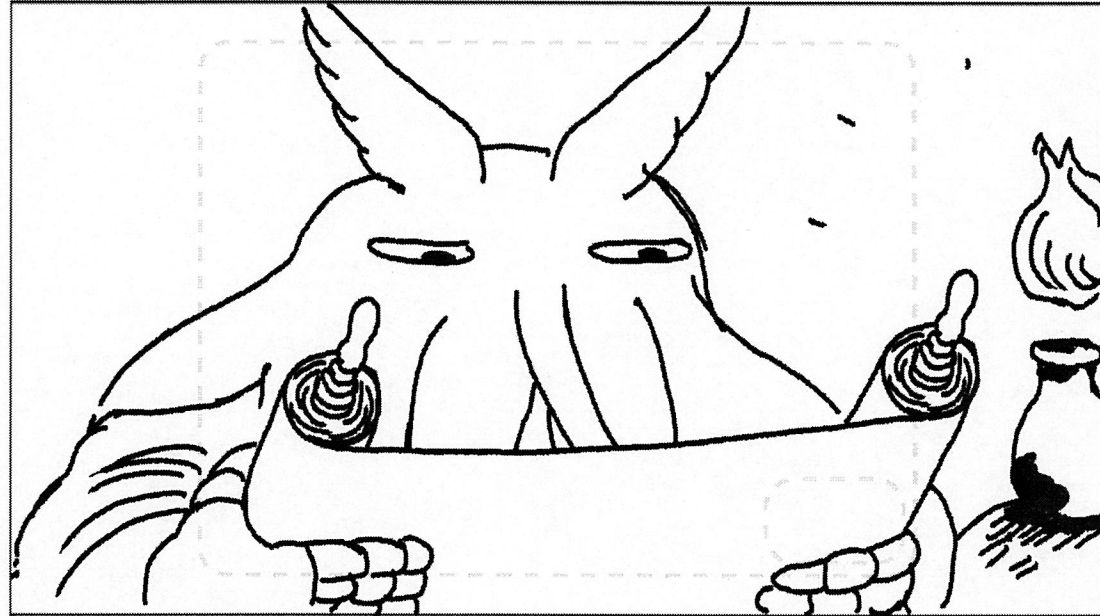
Page 112

Sc. 78

Pnl. A

Bg.

day night

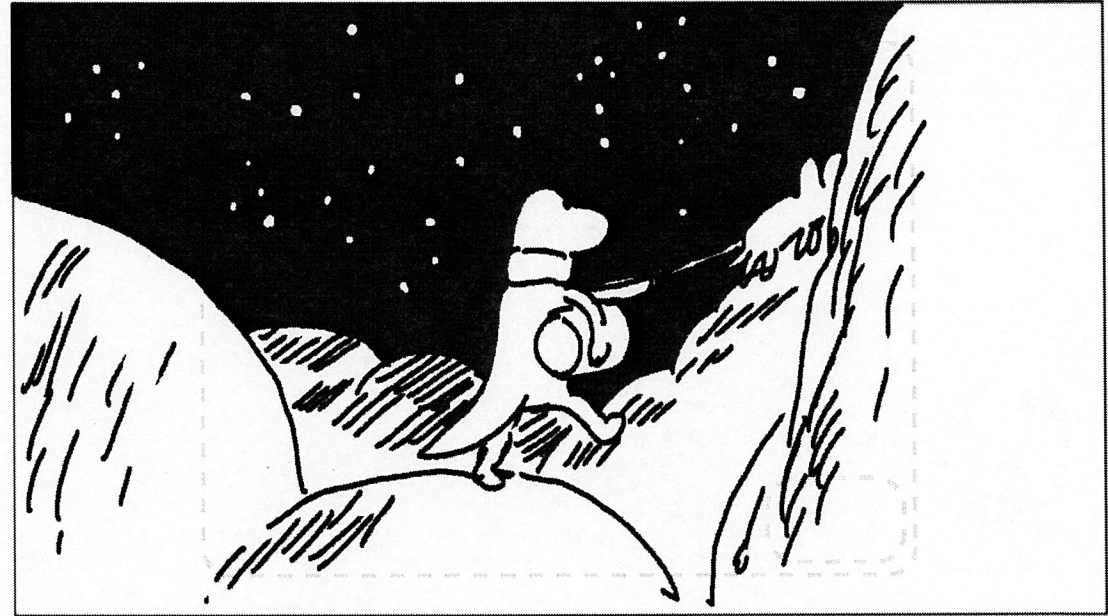


Sc. 79

Pnl. A

Bg.

day night

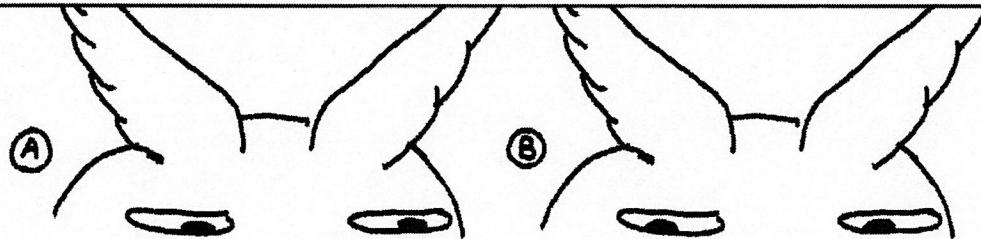


Dialog:

(UE) JUST DO IT.
DON'T ANGER DADDY.

Action:

(READING:
BACK &
FORTH)



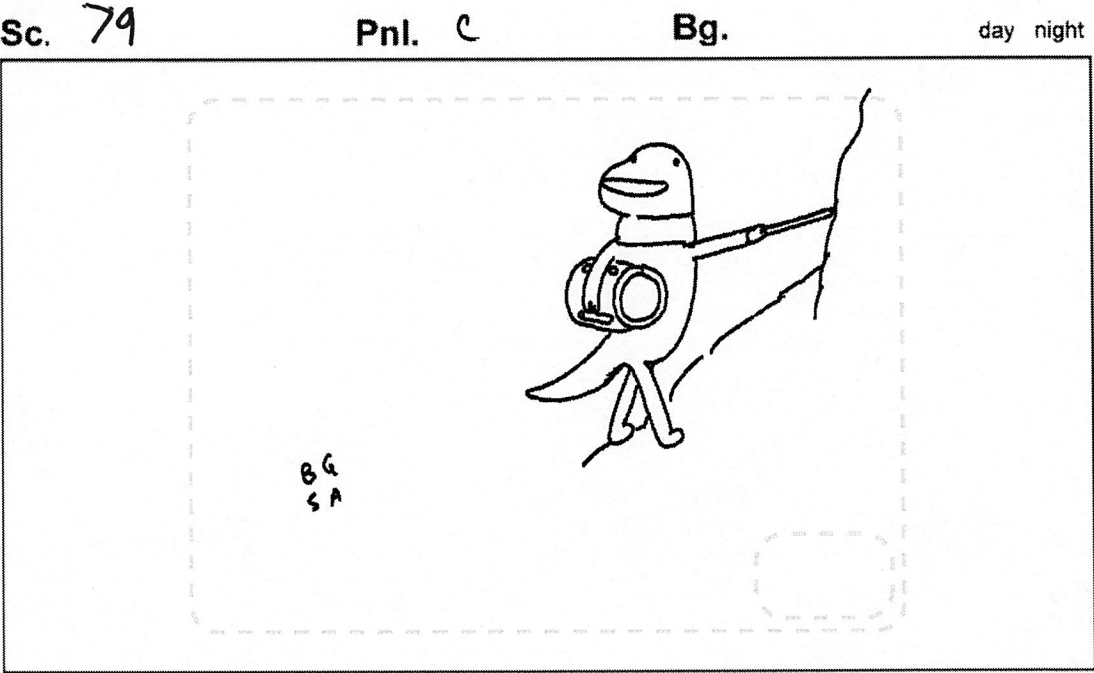
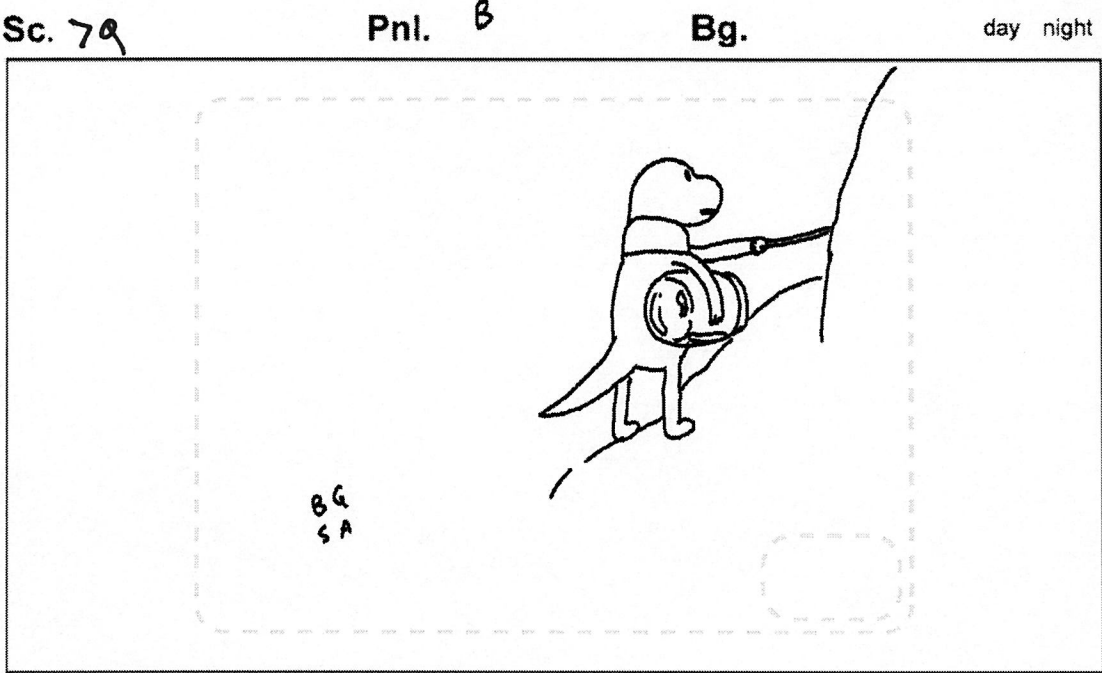
Timing:

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Production :

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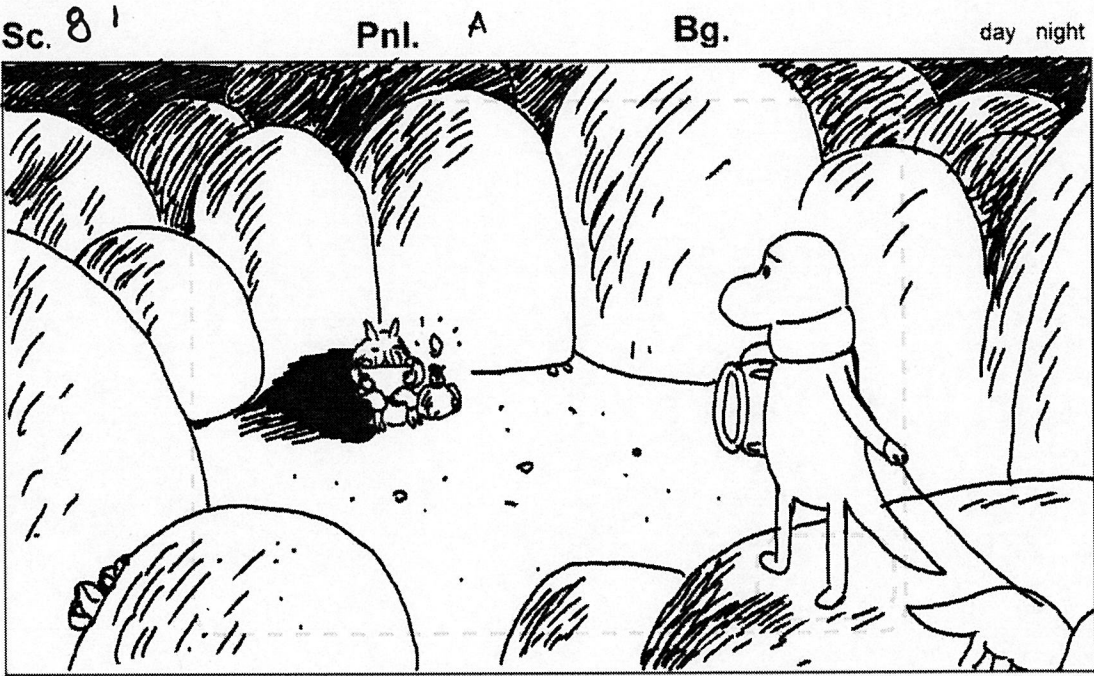
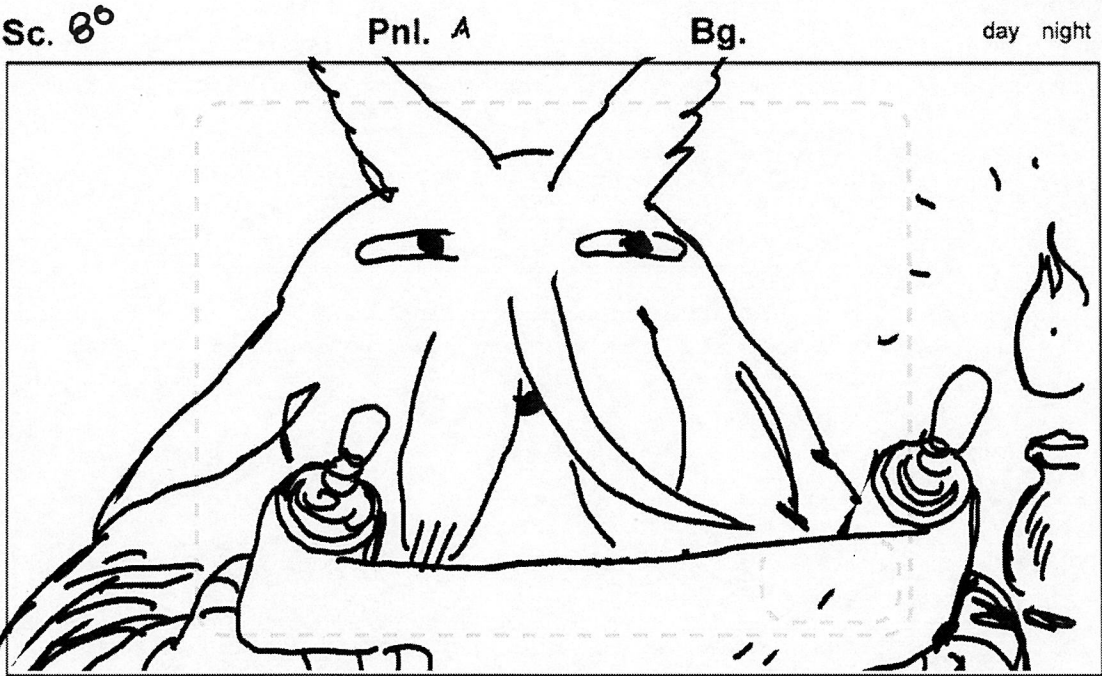


Dialog:	Q/ <u>WAIT ---</u>	Q/ ARE YOU MY FATHER??
Action:		
Timing:		

EPISODE # 1025-178

Production :

ADVENTURE TIME



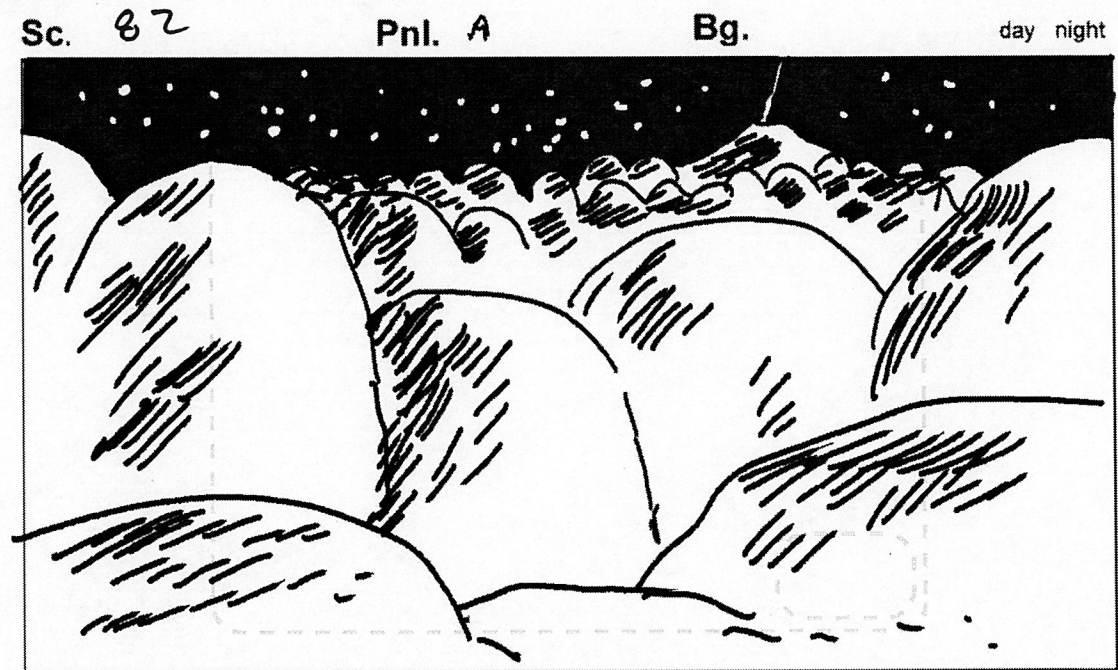
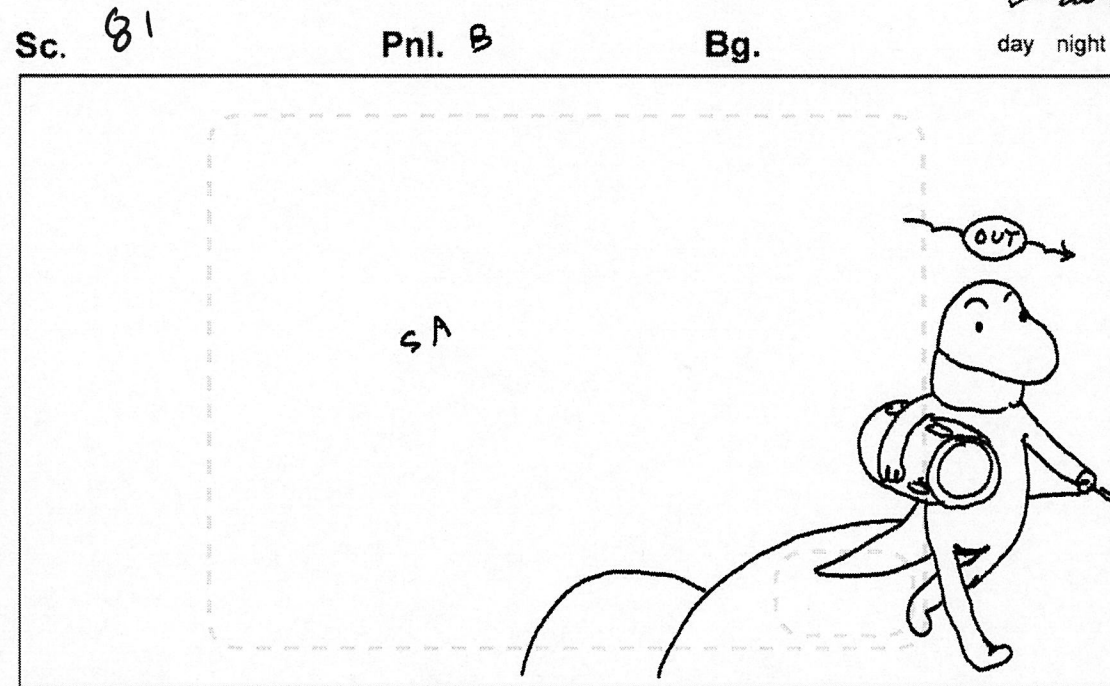
Dialog:	(UE) NO BUT I STOLE YOUR EGG AND MUTATED YOUR BRAIN. GET GOIN'
Action:	
Timing:	

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ADVENTURE TIME



Page 119



Dialog:

Action:

Timing:

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1025-178

Production :

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ADVENTURE TIME

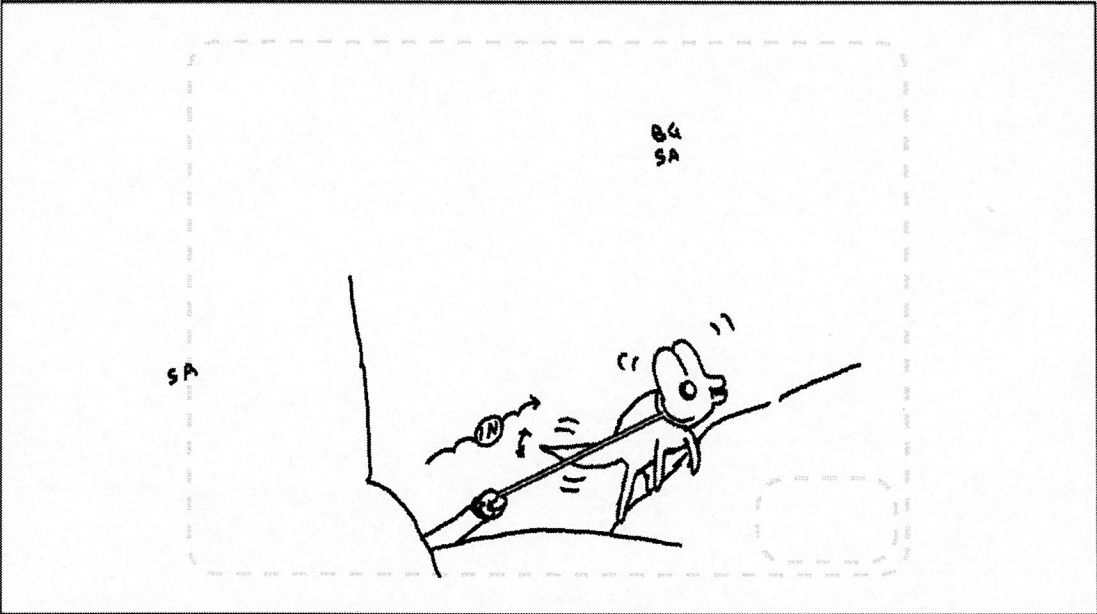


Sc. 82

Pnl. B

Bg.

day night

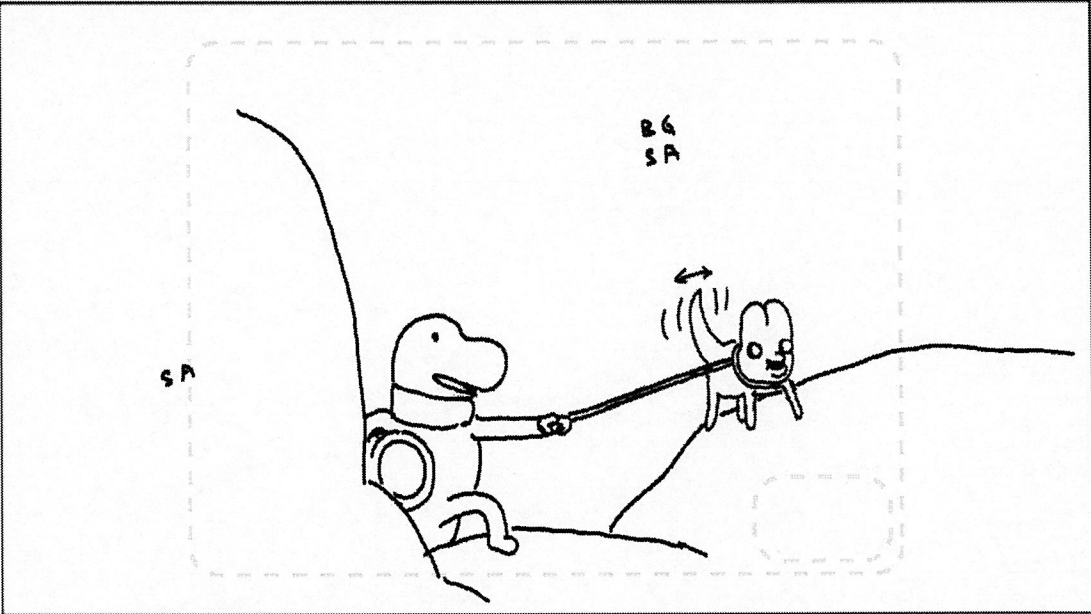


Sc. 82

Pnl. C

Bg.

day night



Dialog:

(NINA) / PANTING

Q/ HEH, YOU DON'T KNOW WHERE YOU'RE
GOING, DO YOU, GIRL.

(N) WEMP!

Action:

PULLING HARD AGAINST
THE LEASH.

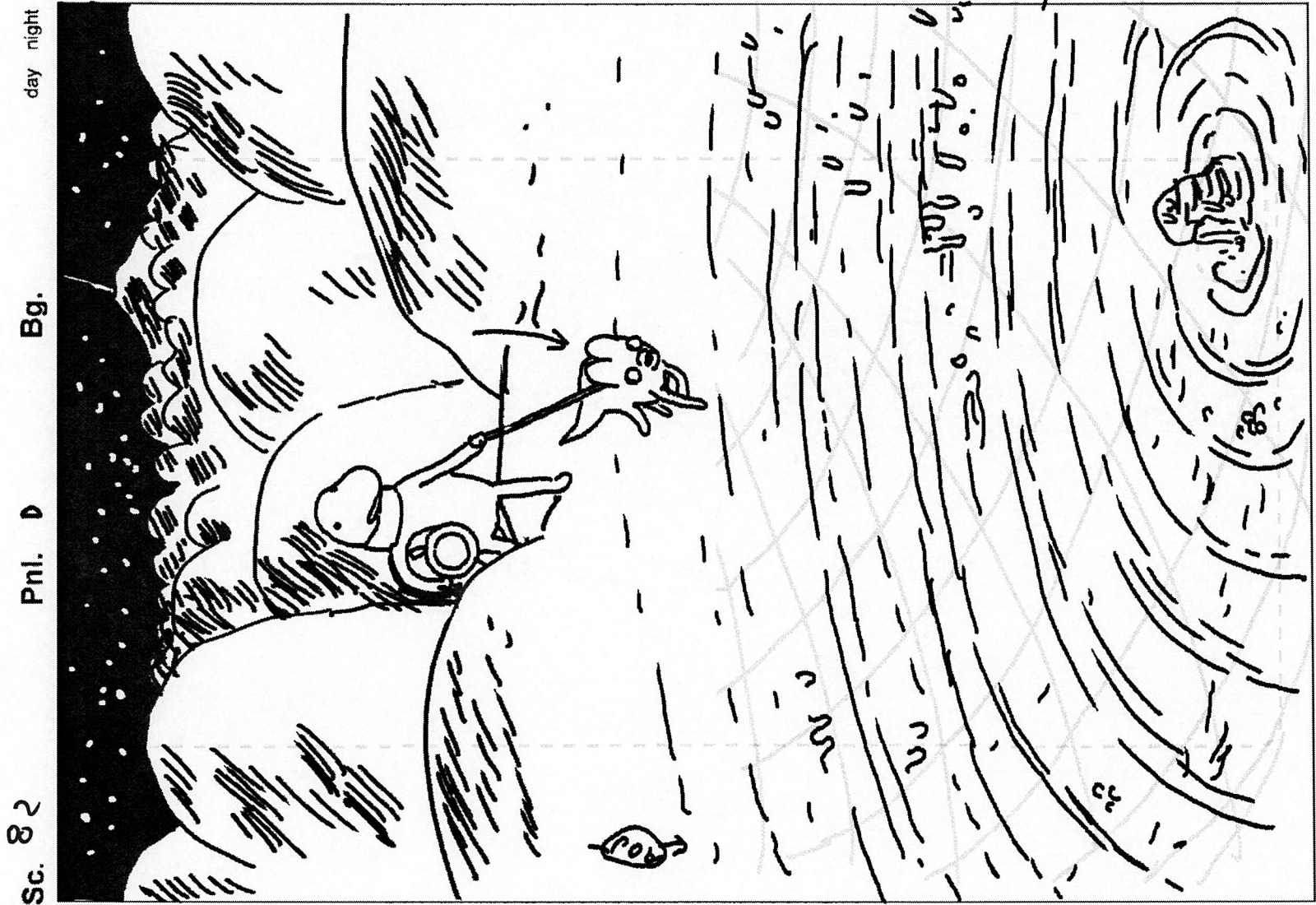
~ KIND OF ~
~ SMUG ~

Timing:

EPISODE #
1025-178

Production :

ADVENTURE TIME



OH.
GURGLES.
BASIN, SULFUR HOT SPRING

Production :

EPISODE #

1025-178

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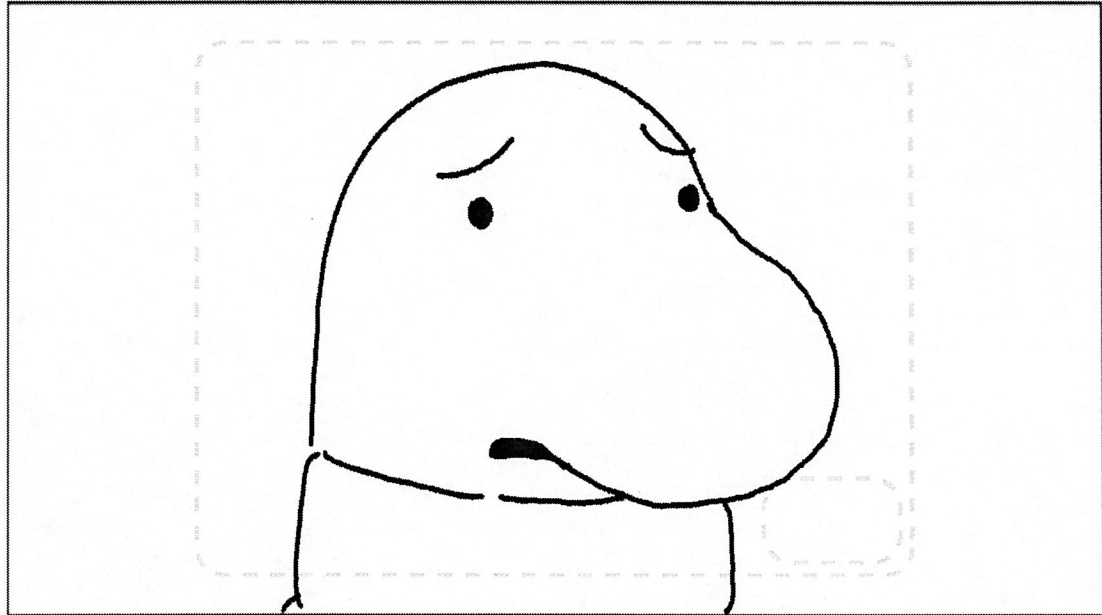


Sc. 83

Pnl. A

Bg.

day night

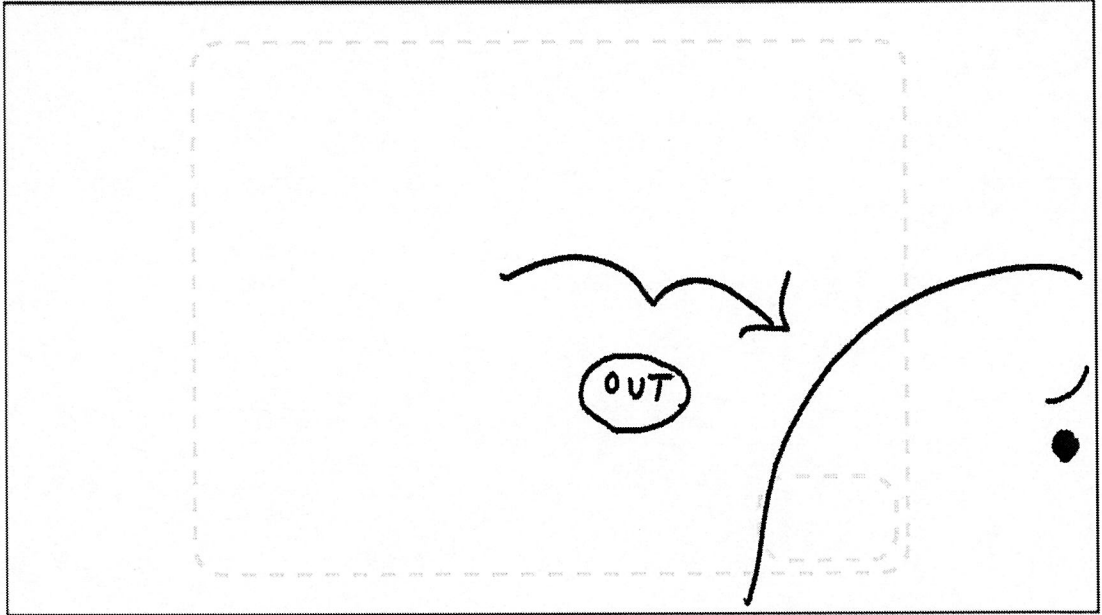


Sc. 83

Pnl. B

Bg.

day night



Dialog:
@/AW. YOU'RE GOOD AT THIS ...
Action:
Timing:

Production :

EPISODE #

1025-178

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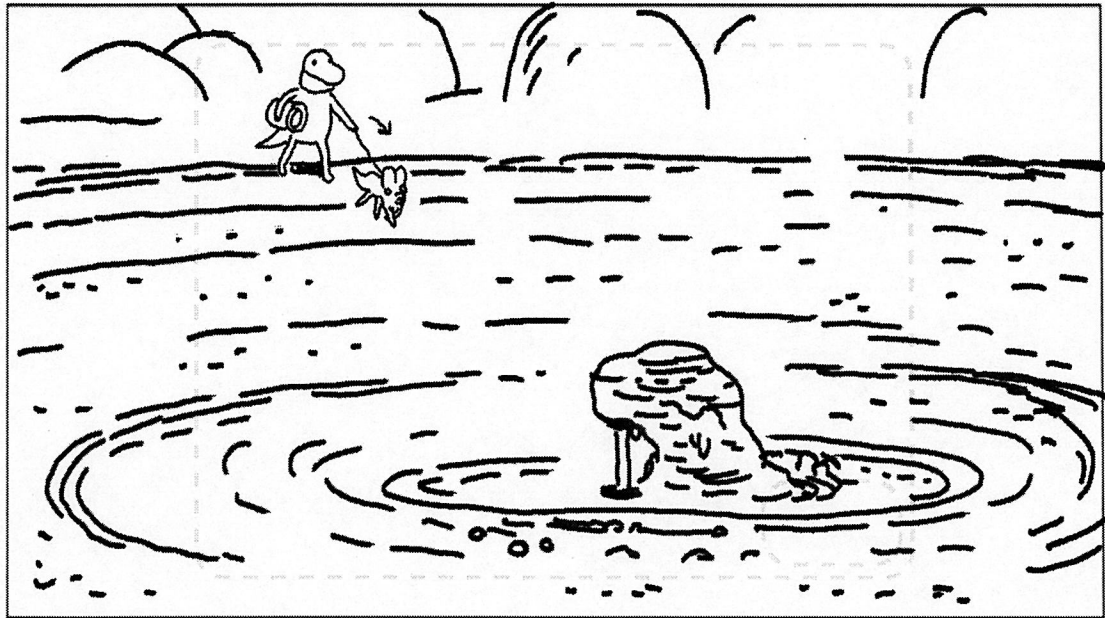


Sc. 84

Pnl. A

Bg.

day night

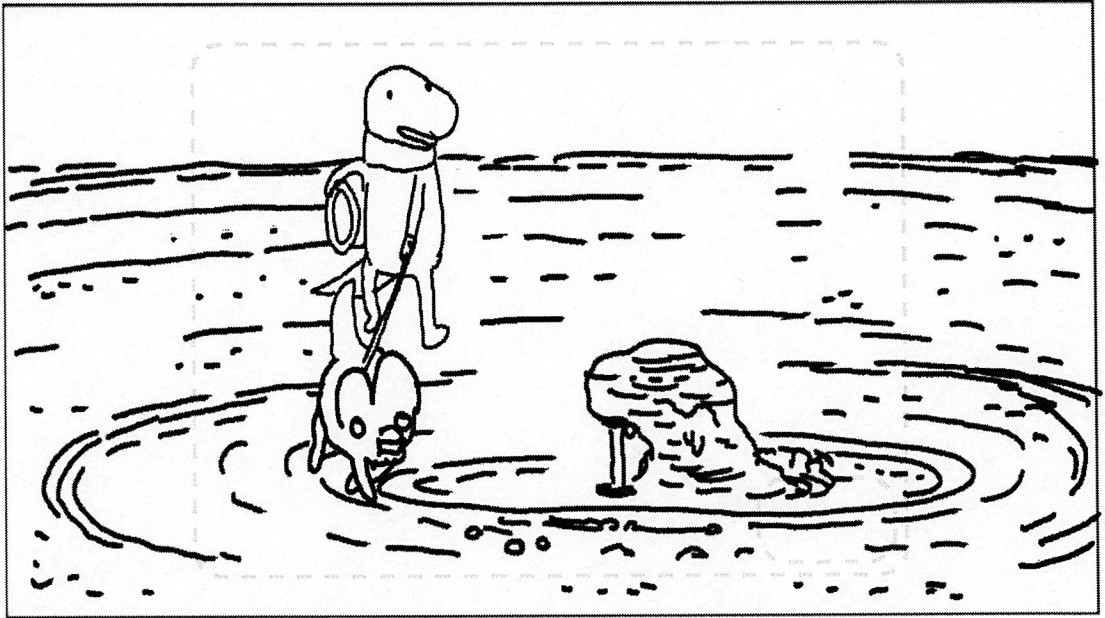


Sc. 84

Pnl. B

Bg.

day night



Dialog:

Q... MAN, YOU KNOW WHO I LIKE? MASTER EVERGREEN.

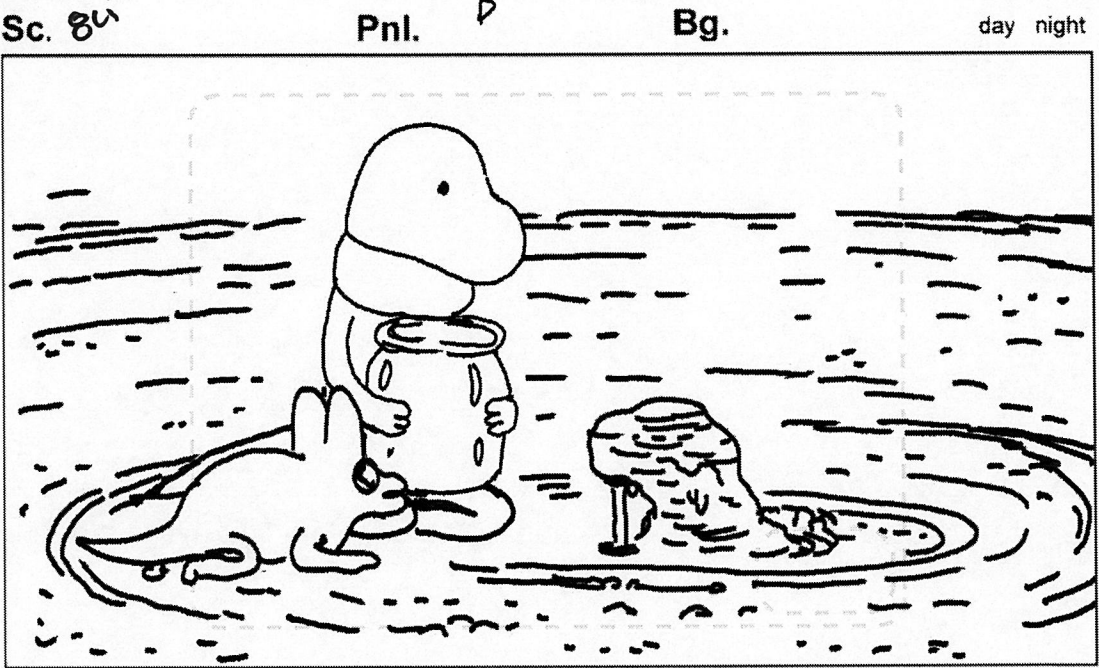
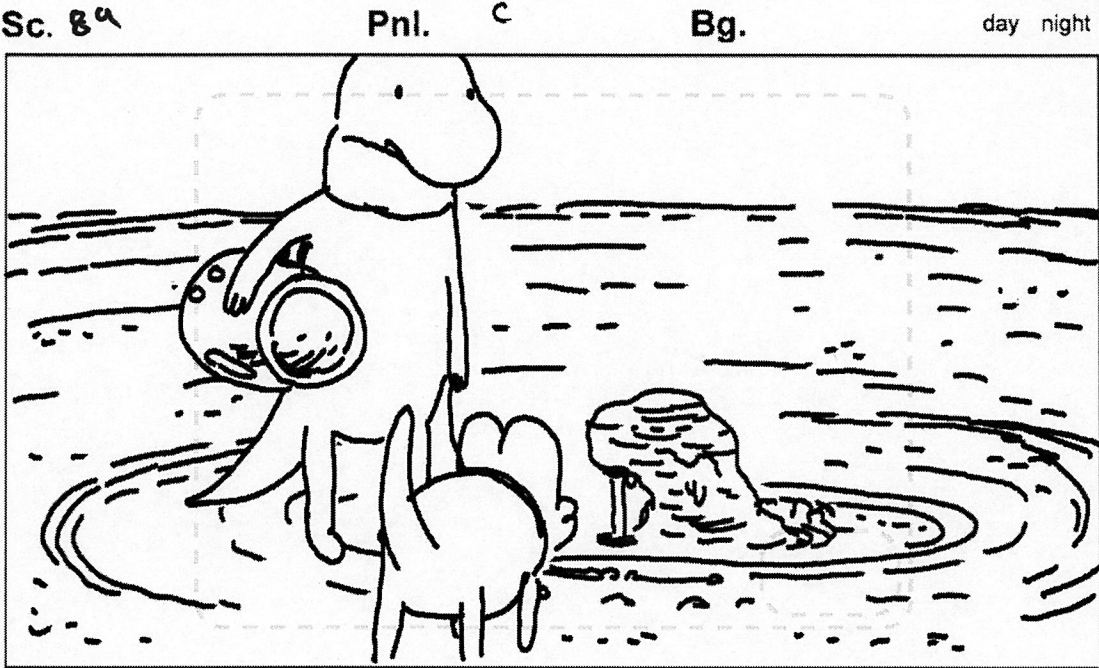
Action:

Timing:

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Production :

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ADVENTURE TIME



Dialog:

G HE CAN DO ANYTHING.

Action:

Timing:

EPISODE # 1025-178

Production :

ADVENTURE TIME

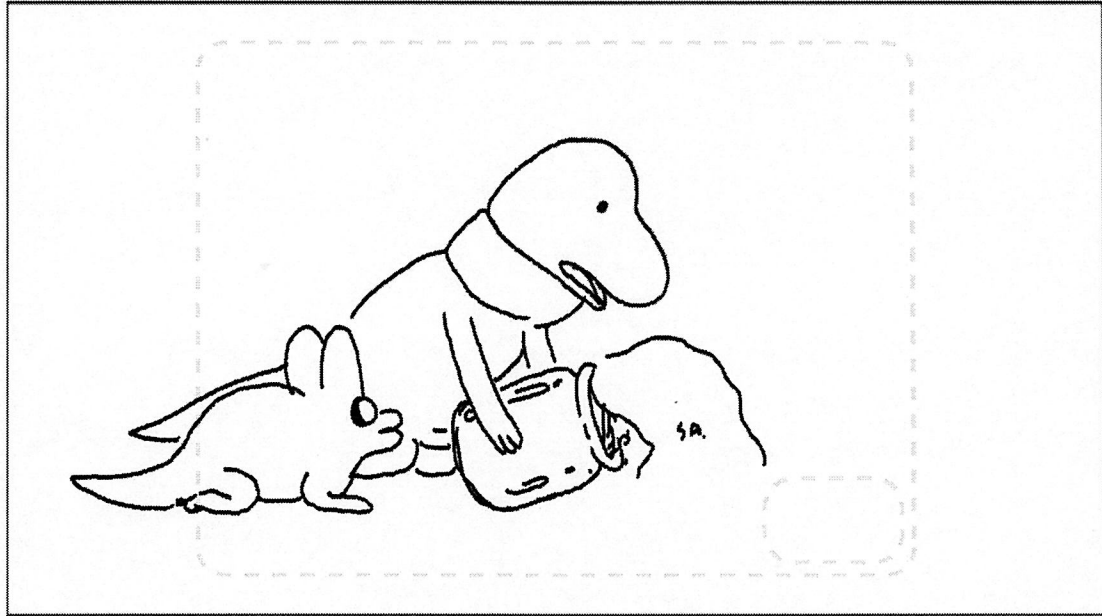


Sc. 84

Pnl. E

Bg.

day night

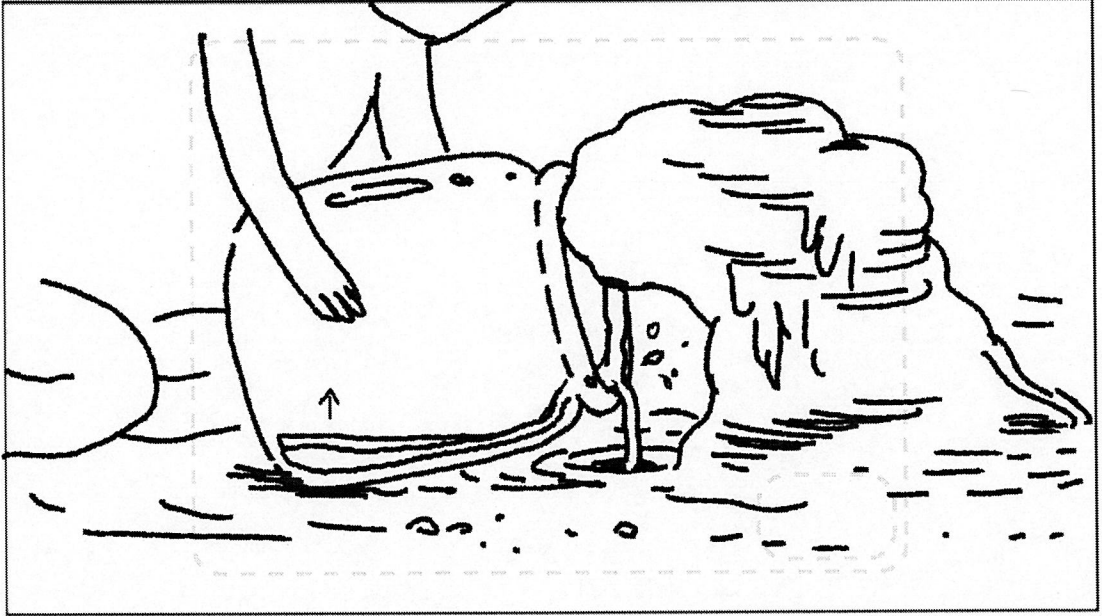


Sc. 85

Pnl. A

Bg.

day night



Dialog:	ONE THING HE'S GONNA DO, HE SAID HE'S GOING TO TEACH ME MAGIC. I CAN BE LIKE HIM.
Action:	
Timing:	

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Production :

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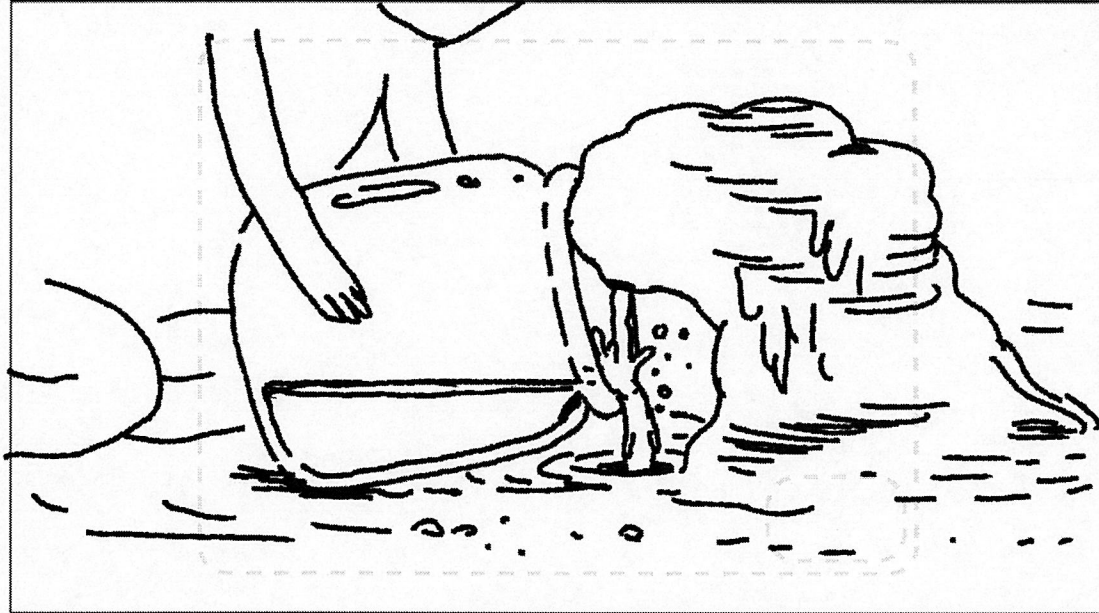
Page 122

Sc. 85

Pnl. β

Bg.

day night

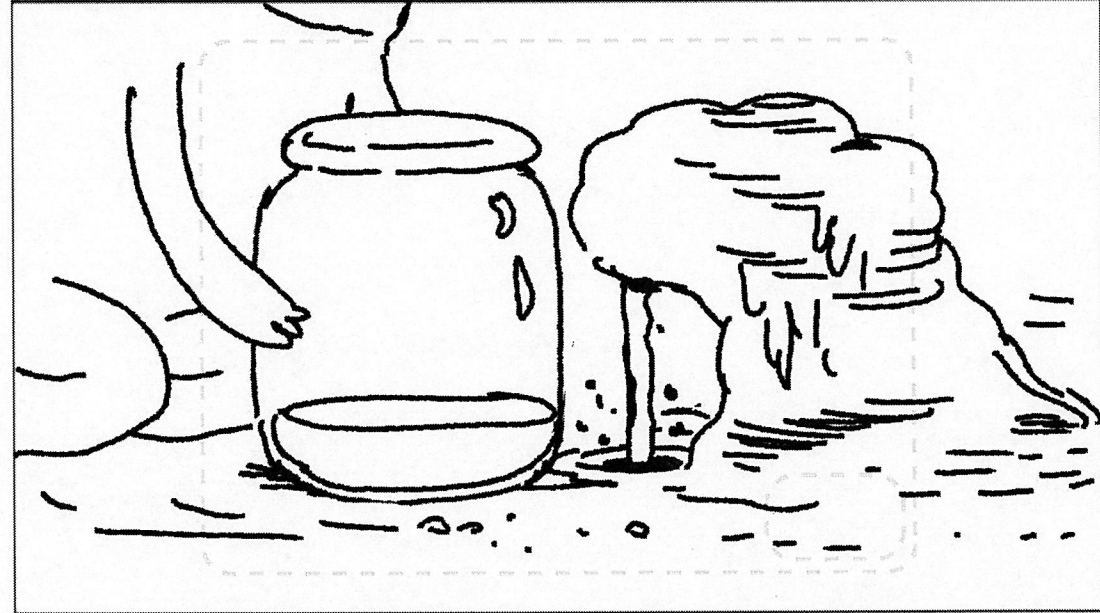


Sc. 85

Pnl. c

Bg.

day night



Dialog:

@/ HOW ABOUT
THAT, HUH?

Action:

BEAT

Timing:

EPISODE #
1025-178

Production :

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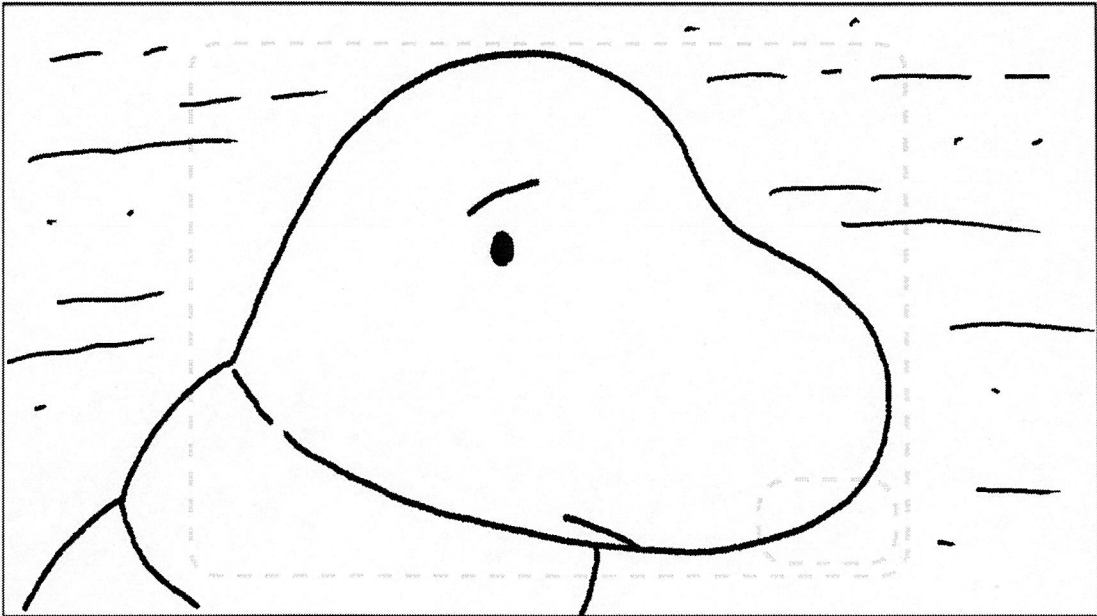
Page 123

Sc. B6

Pnl. A

Bg.

day night

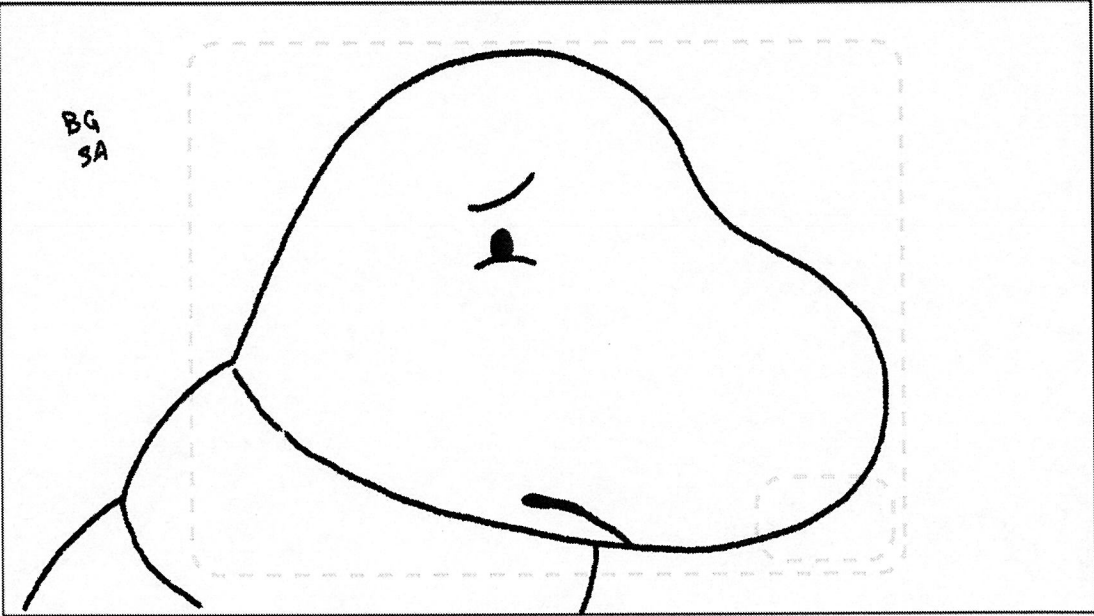


Sc. 86

Pnl. B

Bg.

day night



Dialog:

③ EHHHN.

Action:

Timing:

EPISODE #

Production :

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ADVENTURE TIME



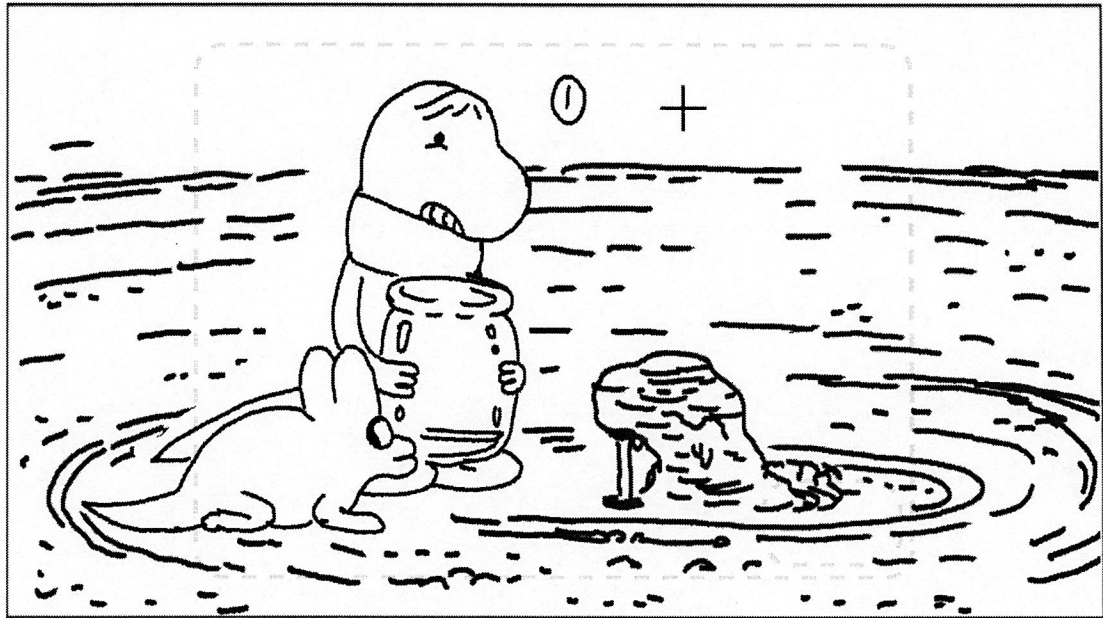
Page 124

Sc. 87

Pnl. A

Bg.

day night

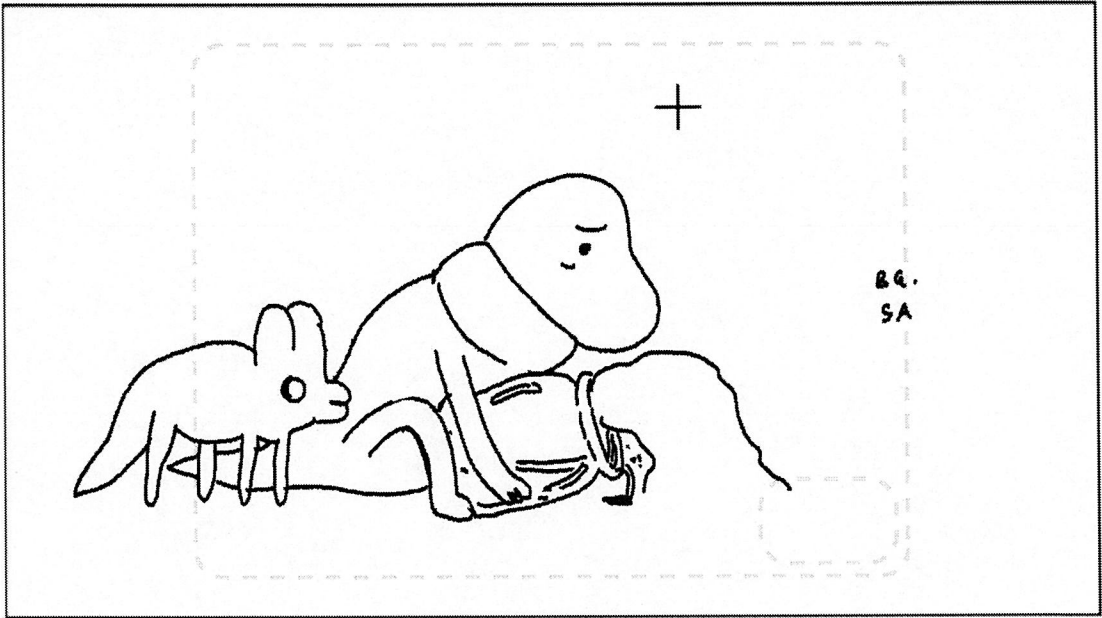


Sc. 87

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:



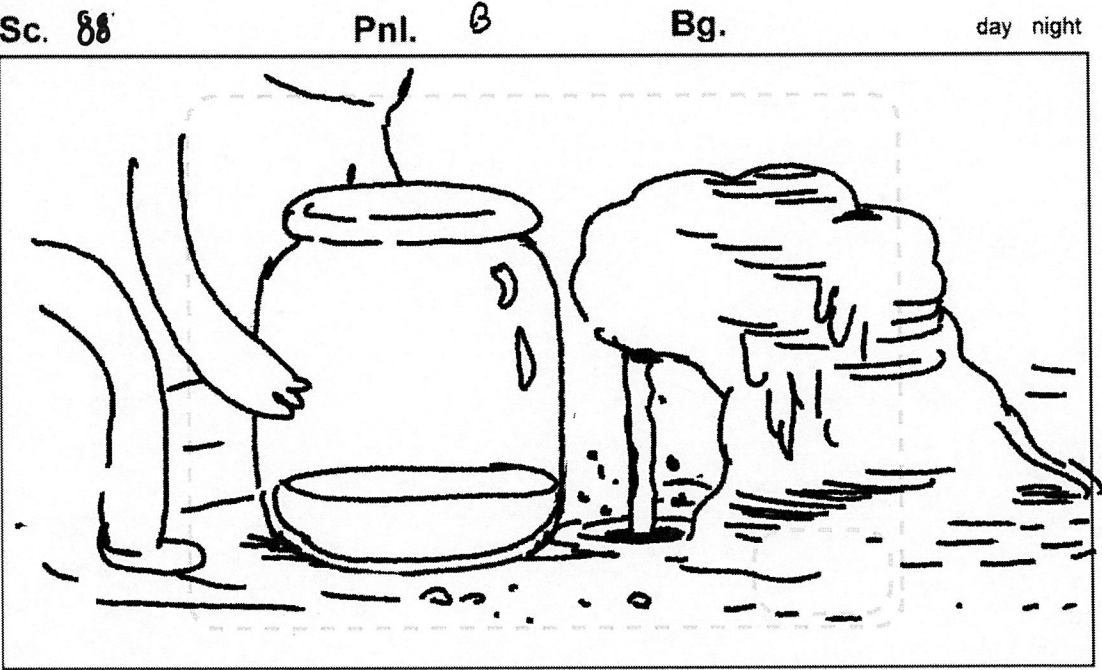
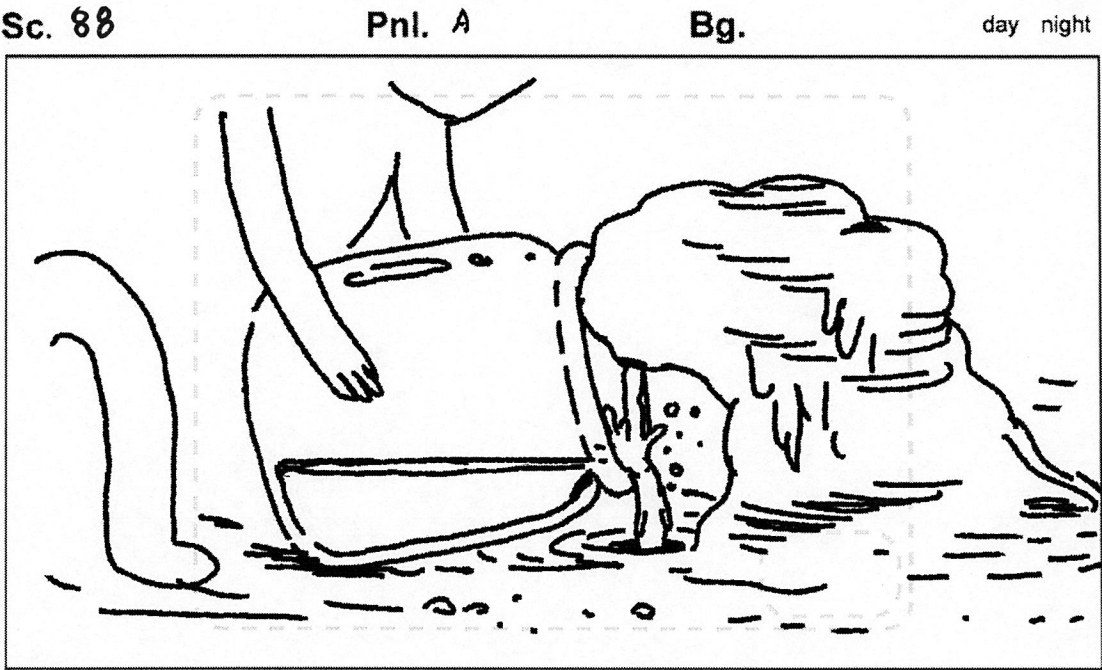
Production :

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1025-178

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ADVENTURE TIME

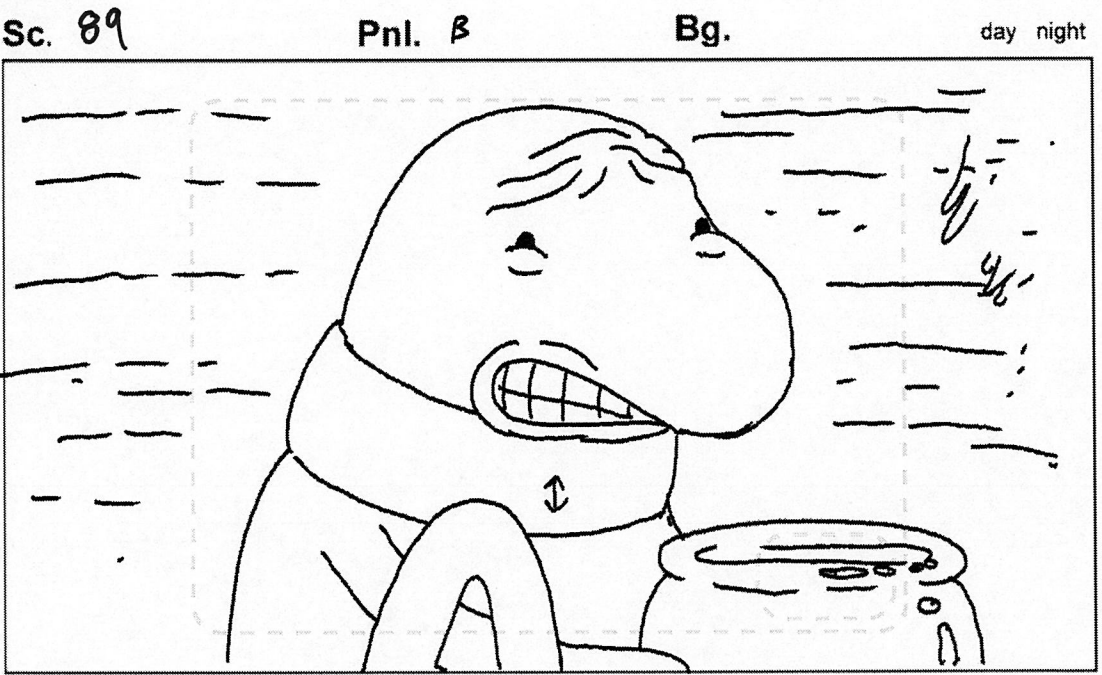
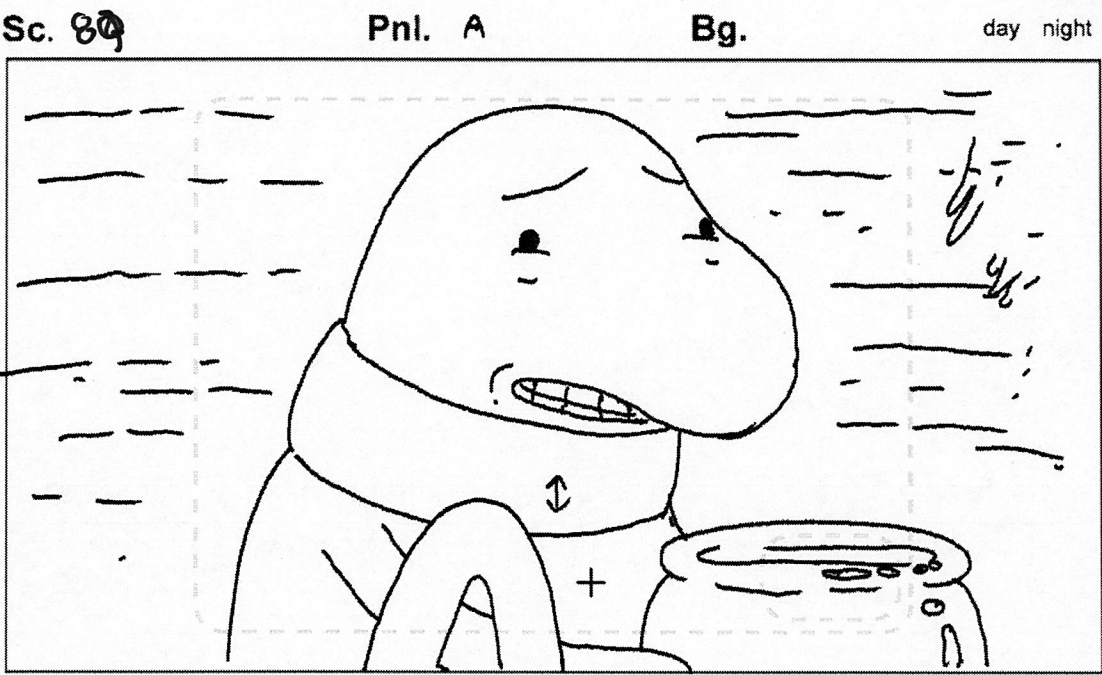


Dialog:
Action:
Timing:

EPISODE # 1025-178
Production :

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ADVENTURE TIME



Dialog:

@ RRRRRRRRR R!

Action:

Timing:

Ⓐ

Ⓑ

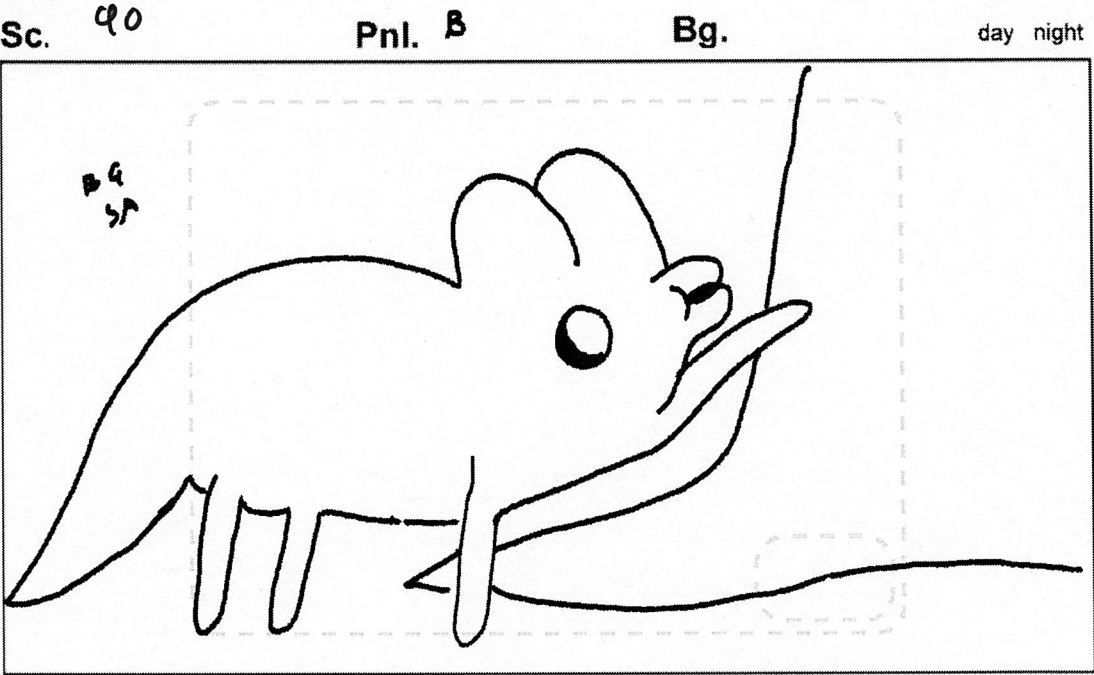
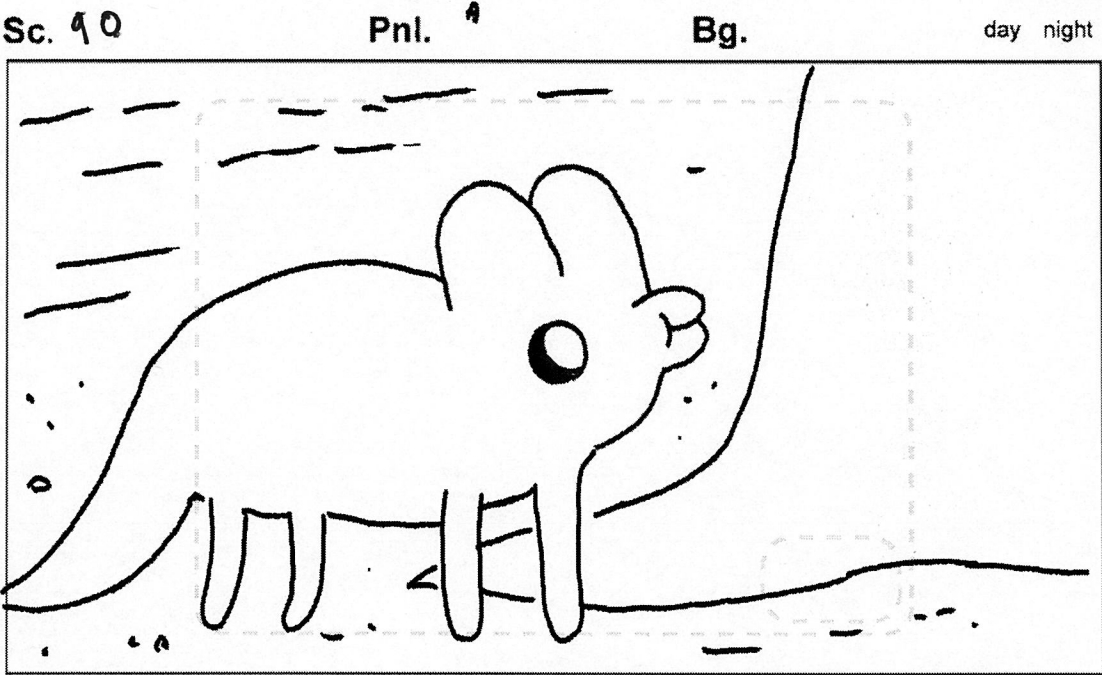
RESTLESS LEG. ABAB RAPID

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ADVENTURE TIME



Dialog:
Ⓝ WEMP.
Action:
Timing:

Production :

EPISODE #

1U25-178

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ADVENTURE TIME



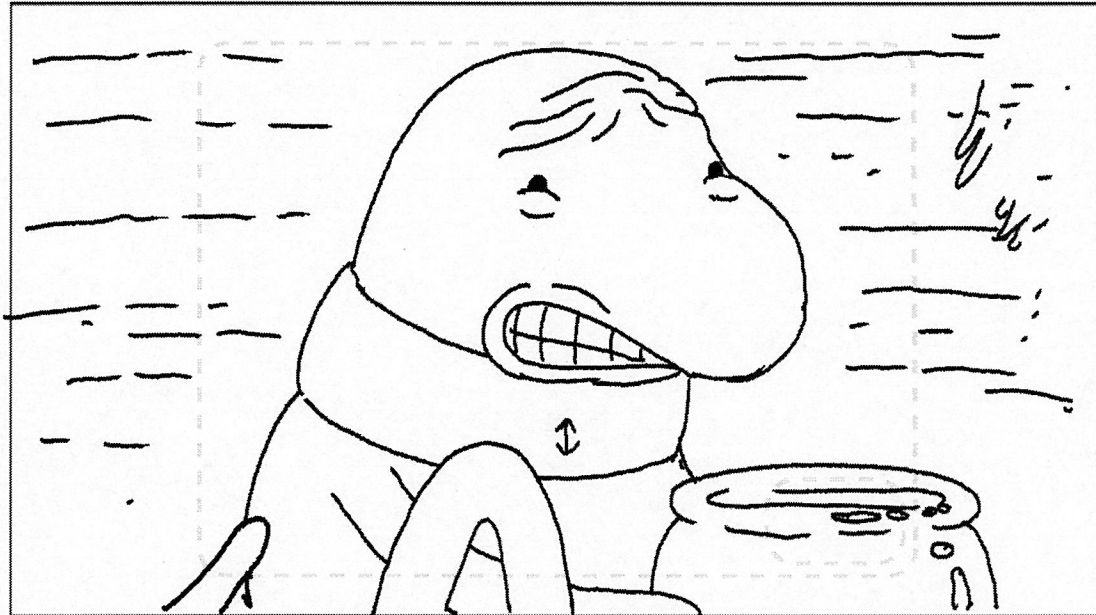
Page 128

Sc. 91

Pnl. A

Bg.

day night

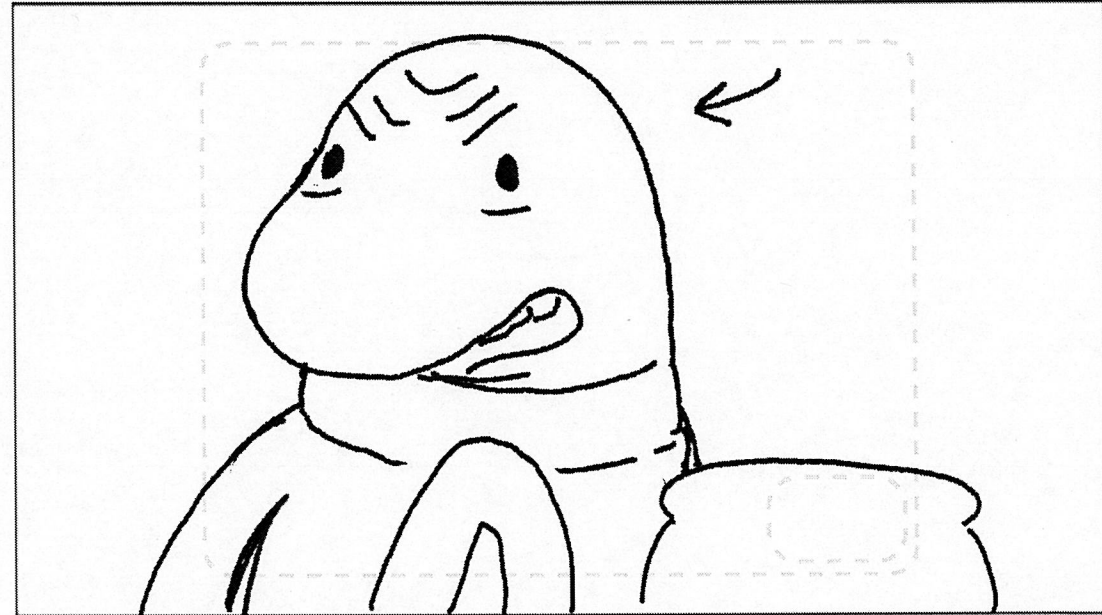


Sc. 91

Pnl. B

Bg.

day night



Dialog:

© NINA , NO!!!

≡ TENSION SNAP!≡

Action:

S.P.

Timing:

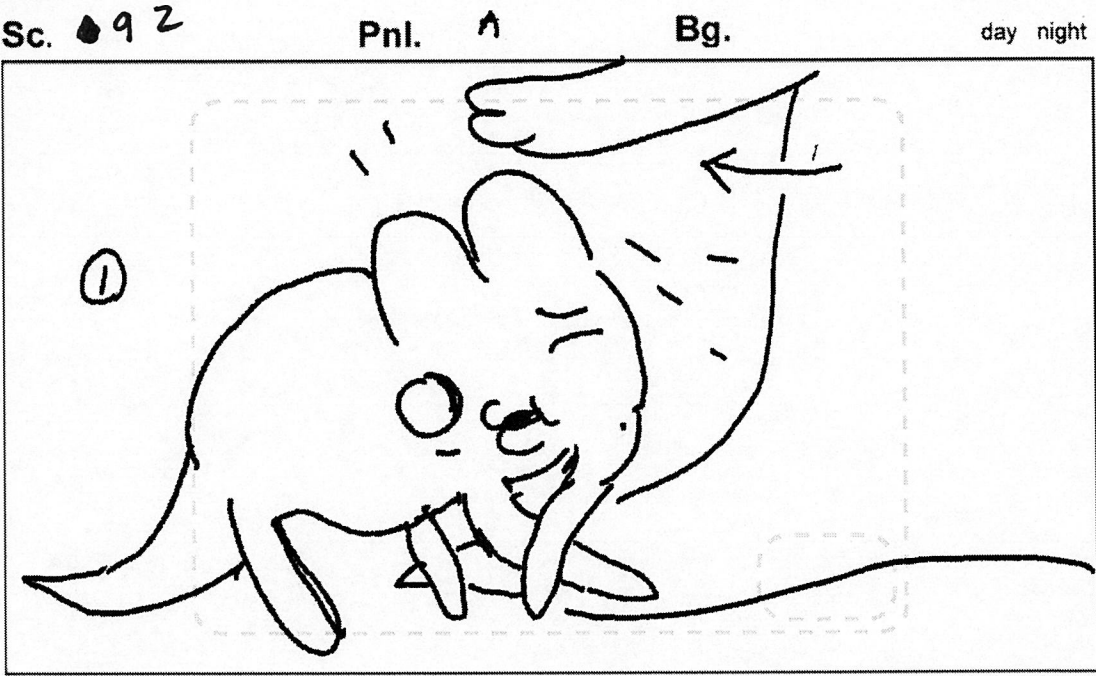
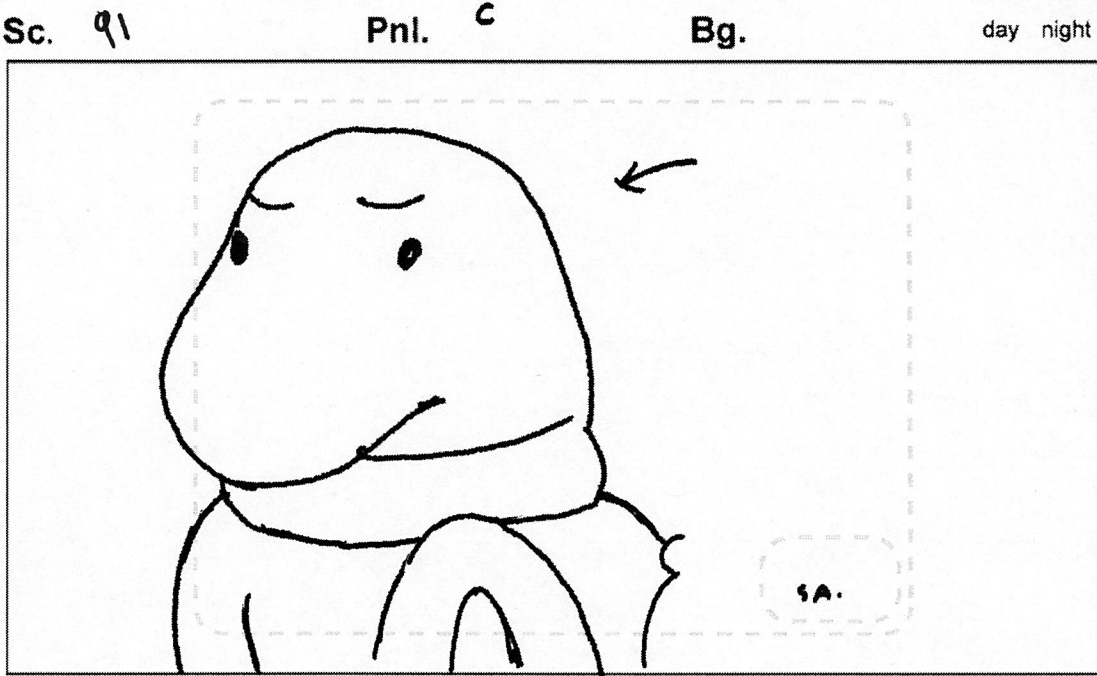
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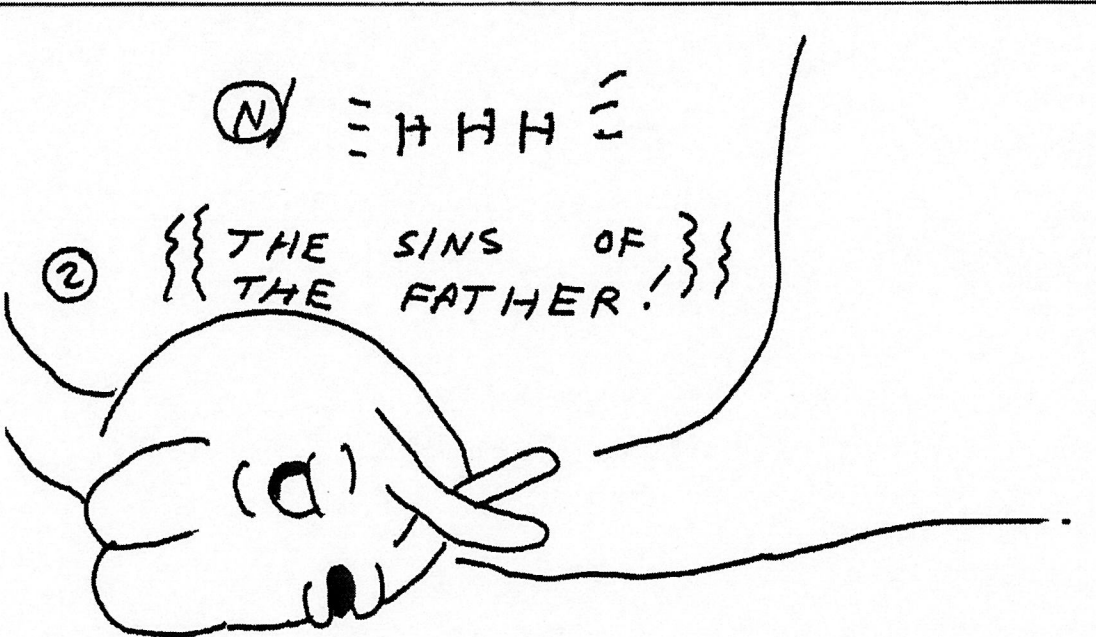
Dialog:

Action:

LEANS IN.

Timing:

THIS POSE
MIGHT NOT
BE NEEDED
S.W.



ADVENTURE TIME



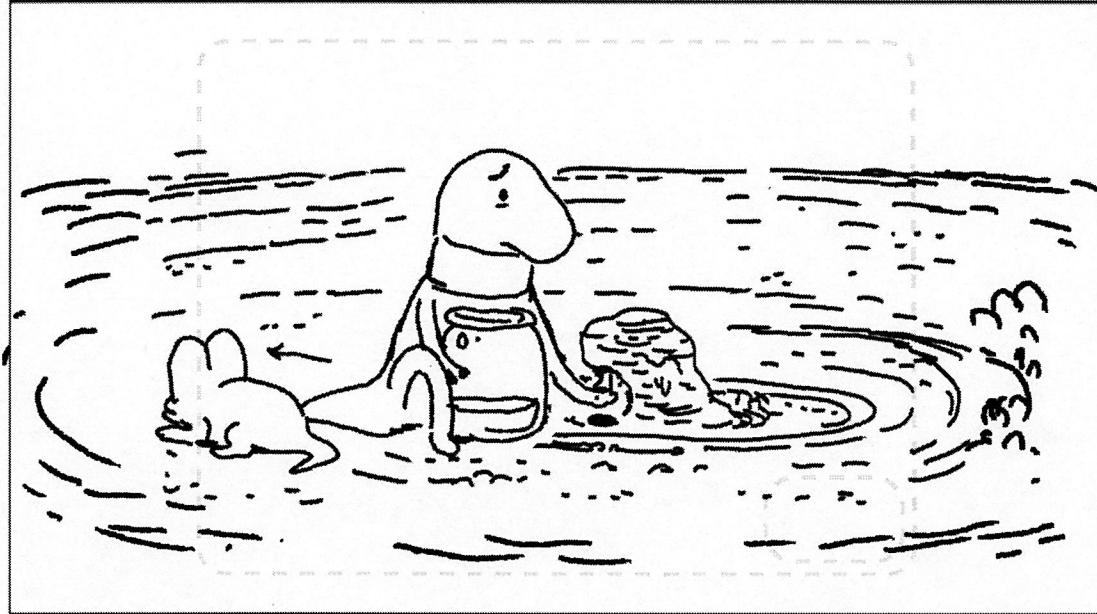
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Sc. 93

Pnl. A

Bg.

day night

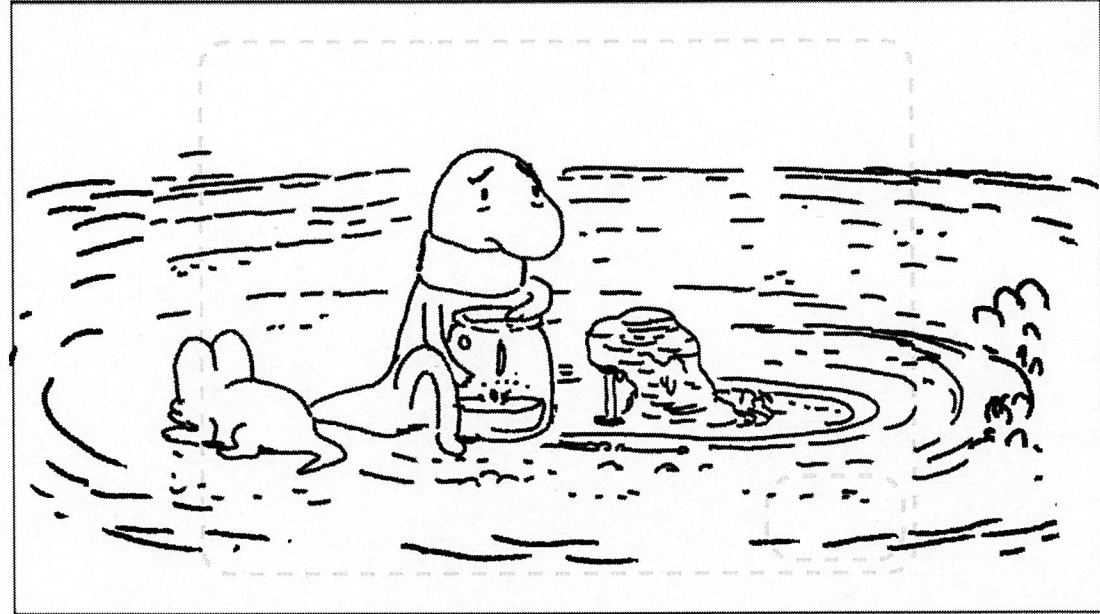


Sc. 93

Pnl. B

Bg.

day night



Dialog:

Action:

A (PINA LAYS DOWN).
SPOONING WATER WITH HIS PAW

Timing:

REPEAT,

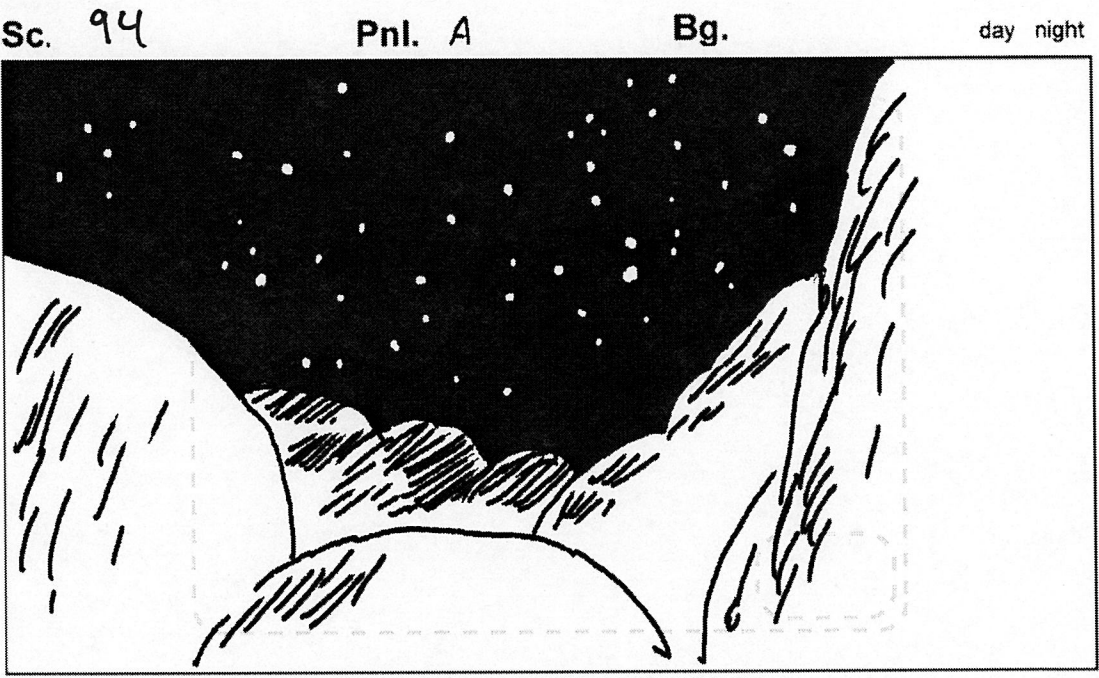
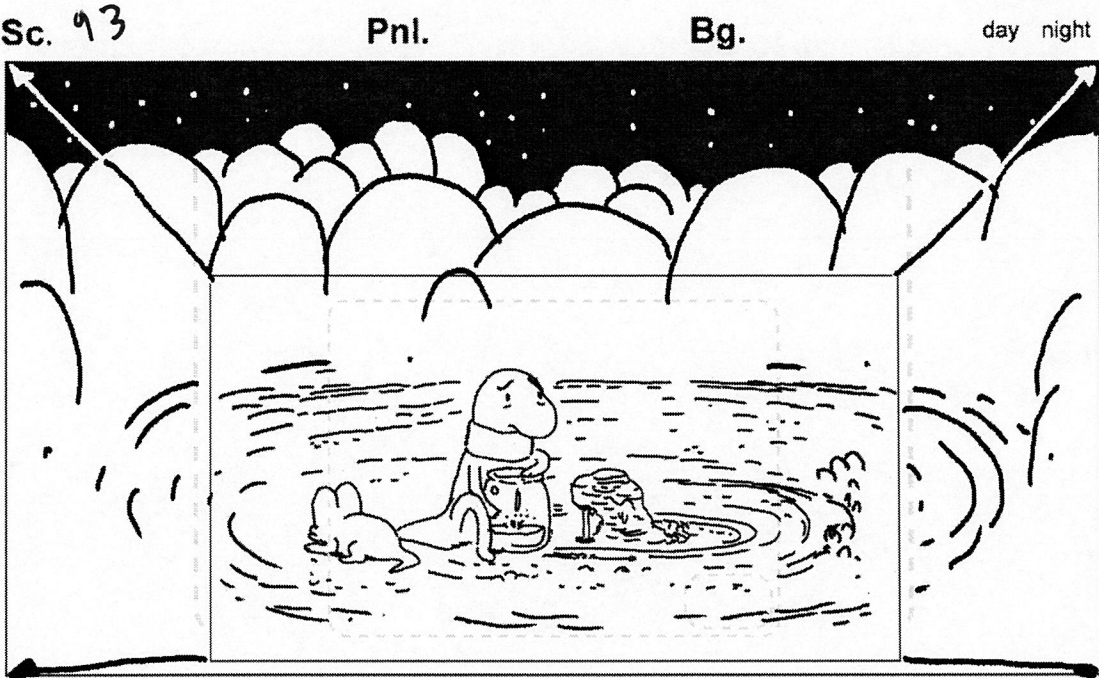
B : START
TRUCKING
OUT.

EPISODE #

1025-178

Production :

ADVENTURE TIME



Dialog:
Action:
Timing:

STILL SPOONING. X-DISSOLVE MAYBE?

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ADVENTURE TIME

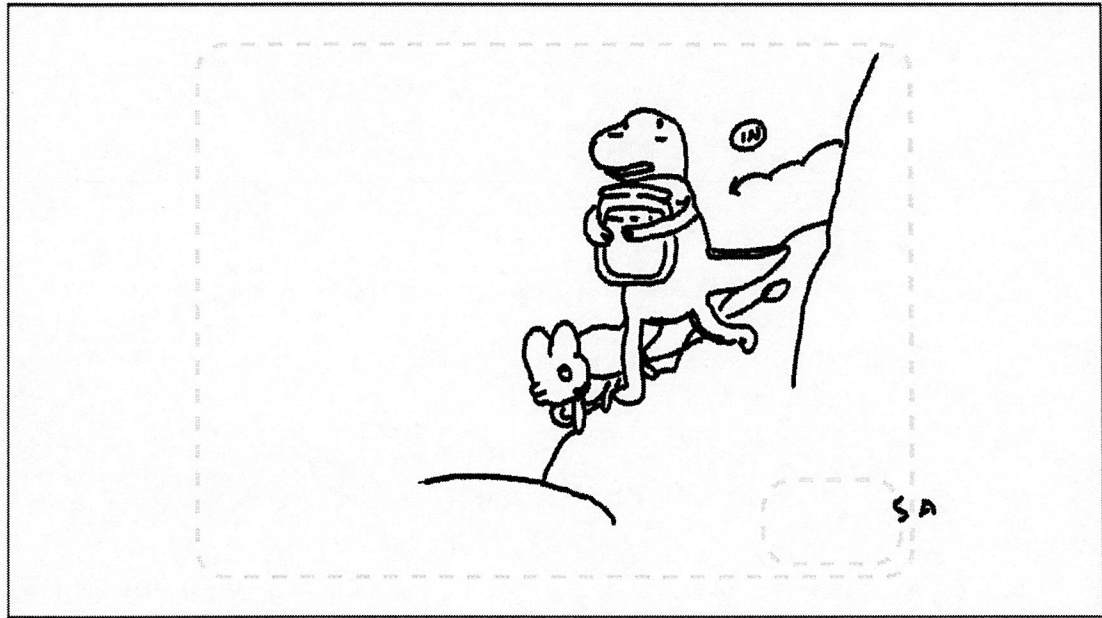


Sc. 99

Pnl. B

Bg.

day night

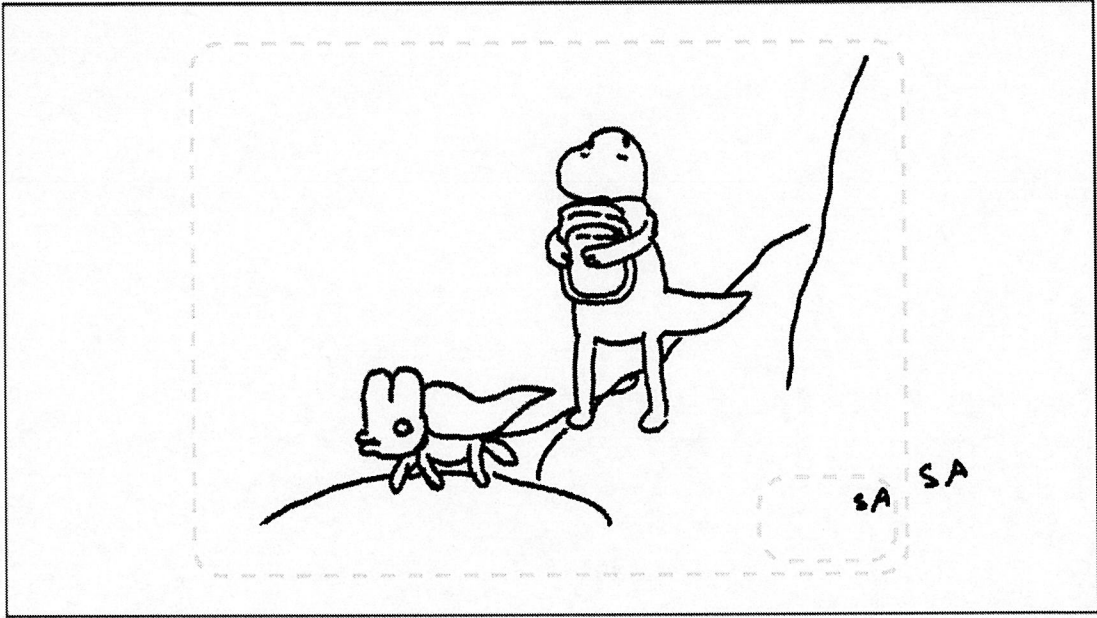


Sc. 99

Pnl. C

Bg.

day night



Dialog:

Q/ MASTER EVERGREEN, I FOUND THE
WATER SO YOU CAN BUILD :-:-

@/ 014

Action:

Timing:

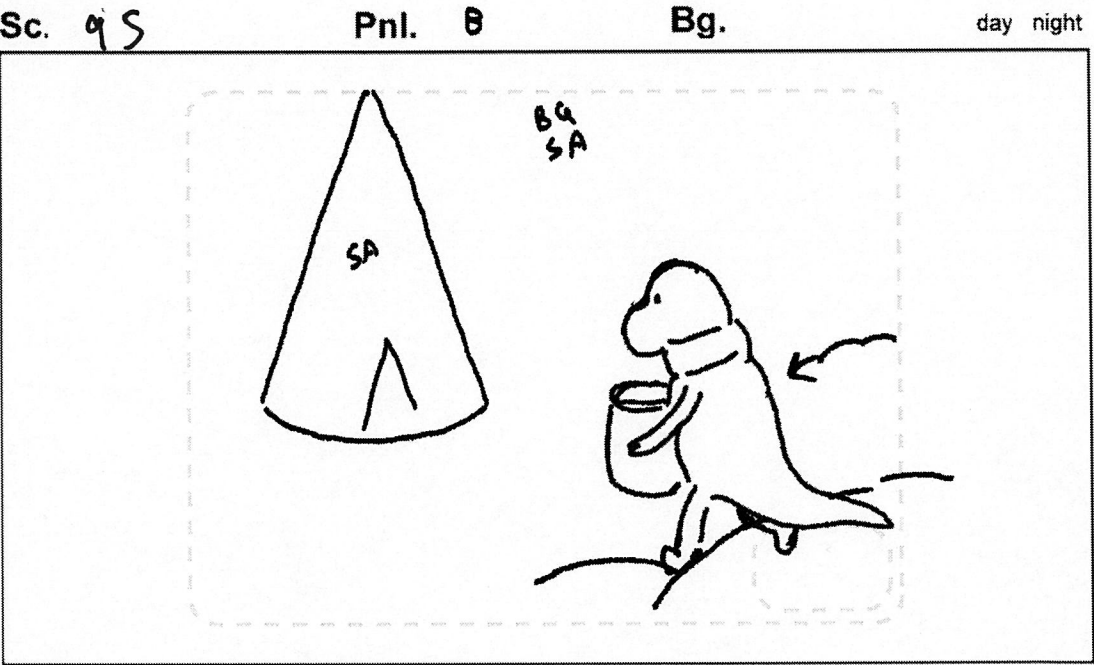
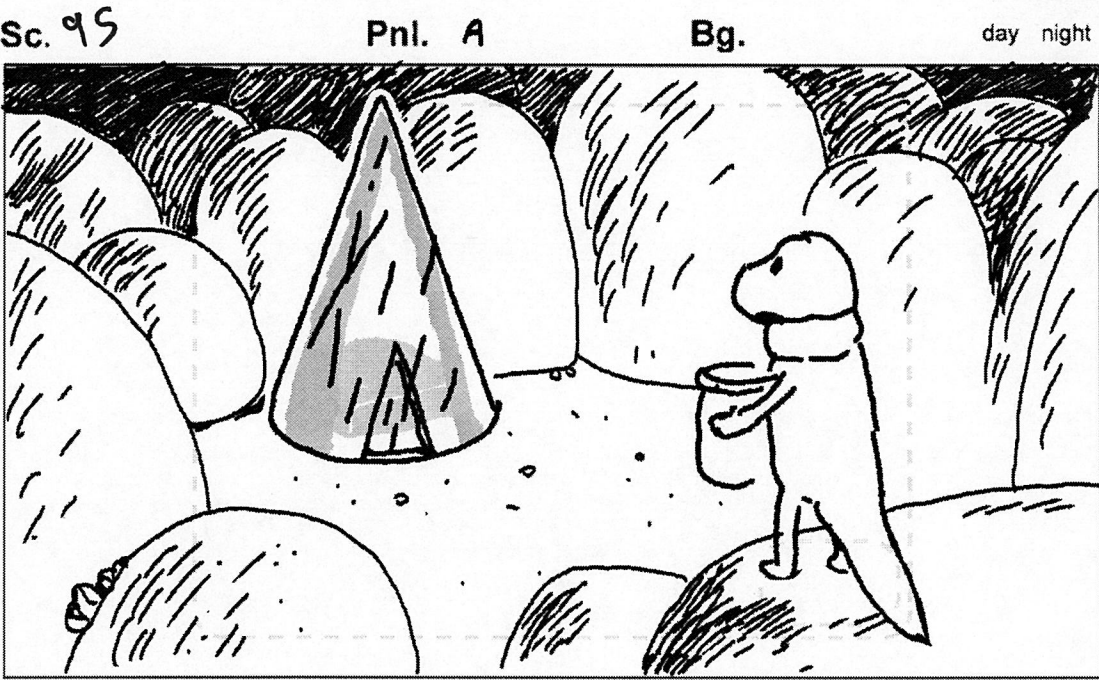
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ADVENTURE TIME



Dialog: (UE) SNOOZE NOISES.
(G) OH, I GUESS HE ALSO FOUND WATER TOO,

Action:
ICE TEE-PEE

Timing:

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ADVENTURE TIME



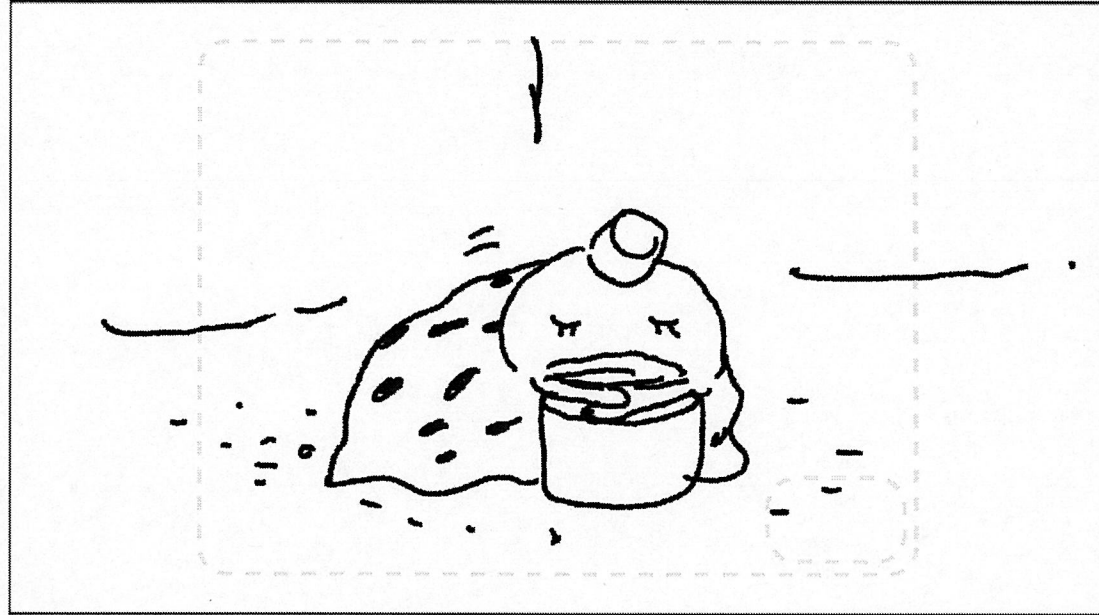
Page 134

Sc. 96

Pnl. A

Bg.

day night

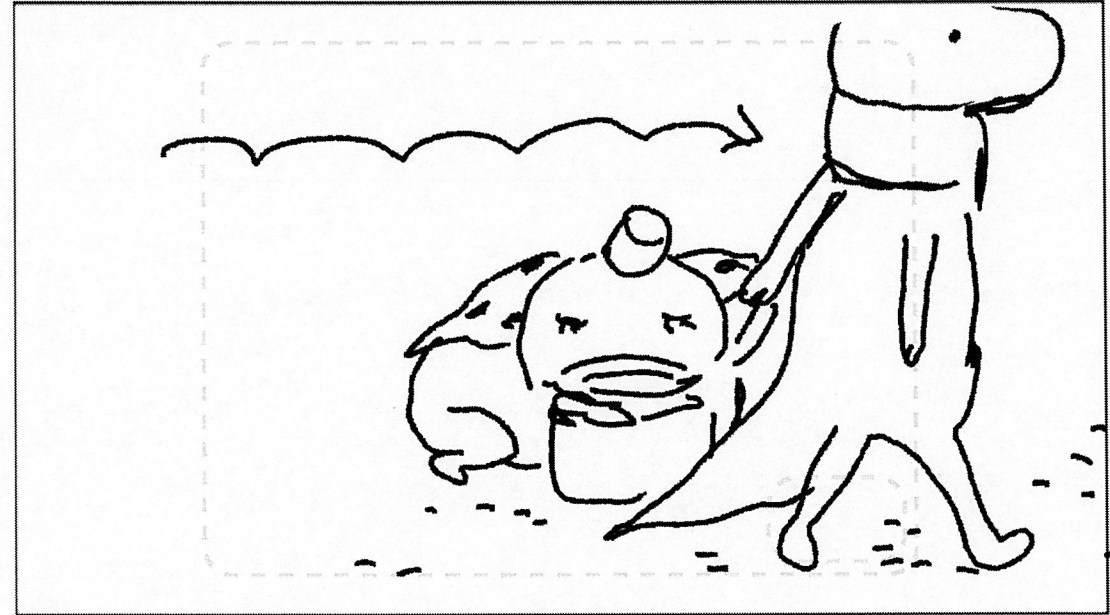


Sc. 96

Pnl. B

Bg.

day night



Dialog:

IMP / SNOOZIN'

Action:

Timing:

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ADVENTURE TIME



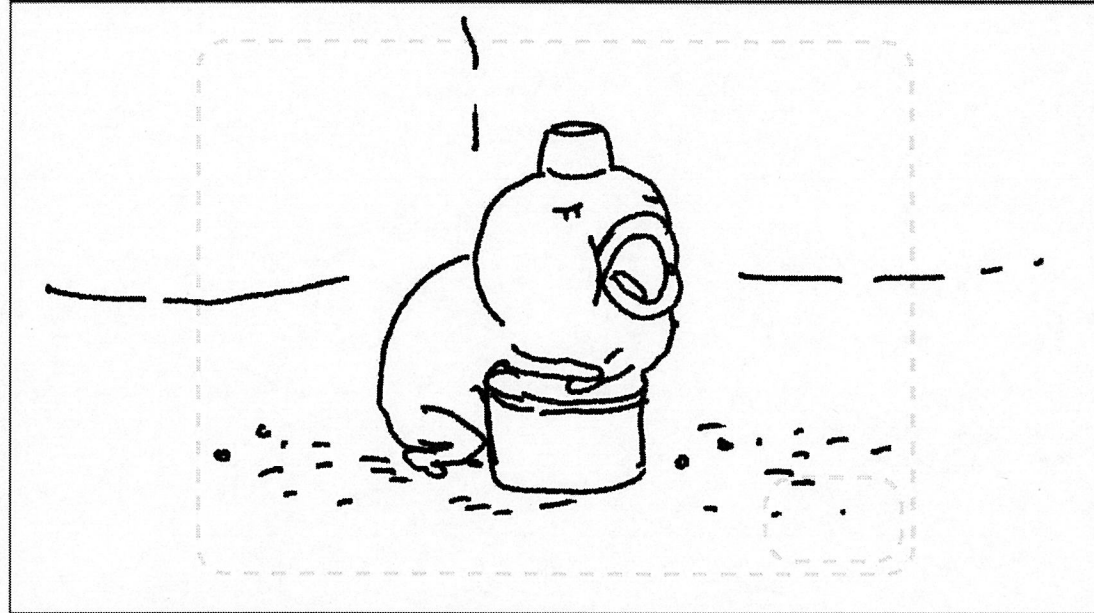
Page 135

Sc. 96

Pnl. C

Bg.

day night

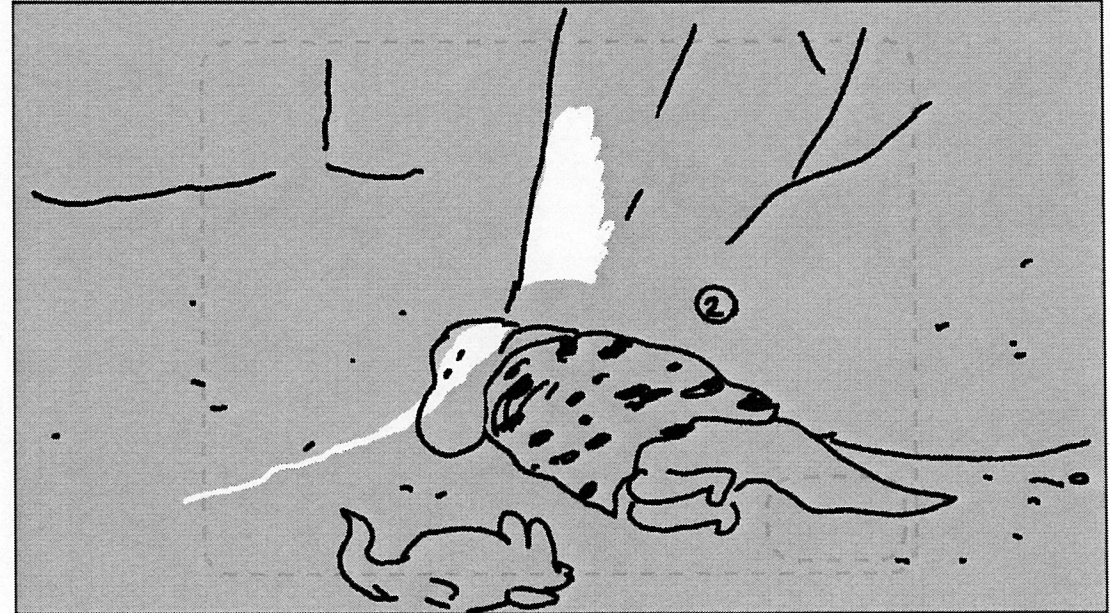


Sc. 97

Pnl. A

Bg.

day night



Dialog:

(IMP) HHHHEYYY!

Action:

NINA
SLEEPING
ALREADY!

Timing:



RED GLOW
ON GUNTHER'S
EYES.

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ADVENTURE TIME



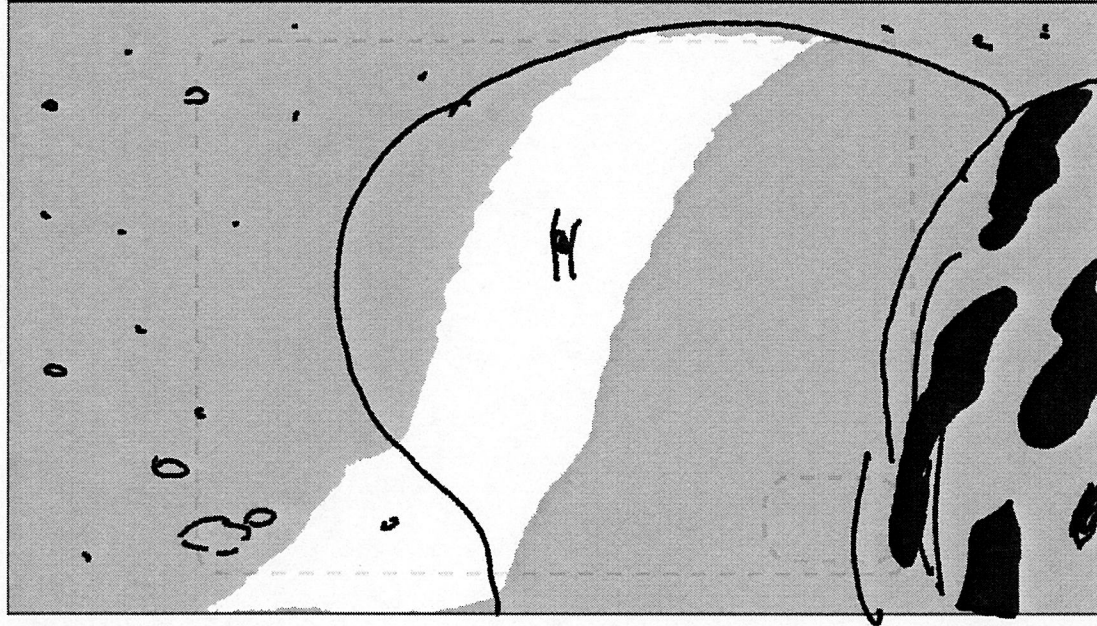
Page 136

Sc. 98

Pnl. A

Bg.

day night

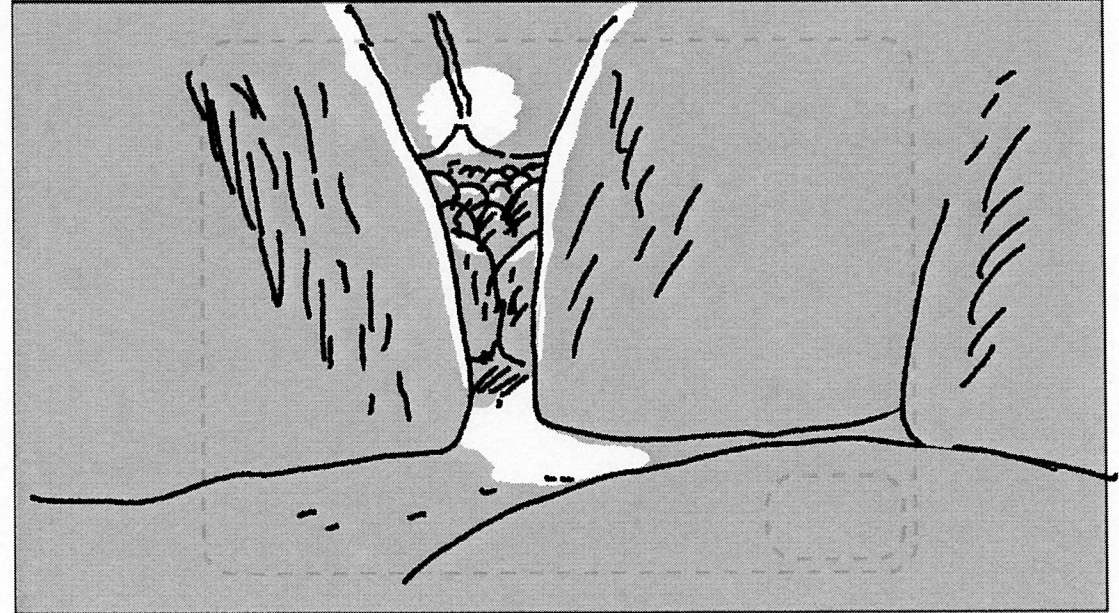


Sc. 99

Pnl. A

Bg.

day night



Dialog:

Action:

VOLCANO IN THE DISTANCE.

Timing:

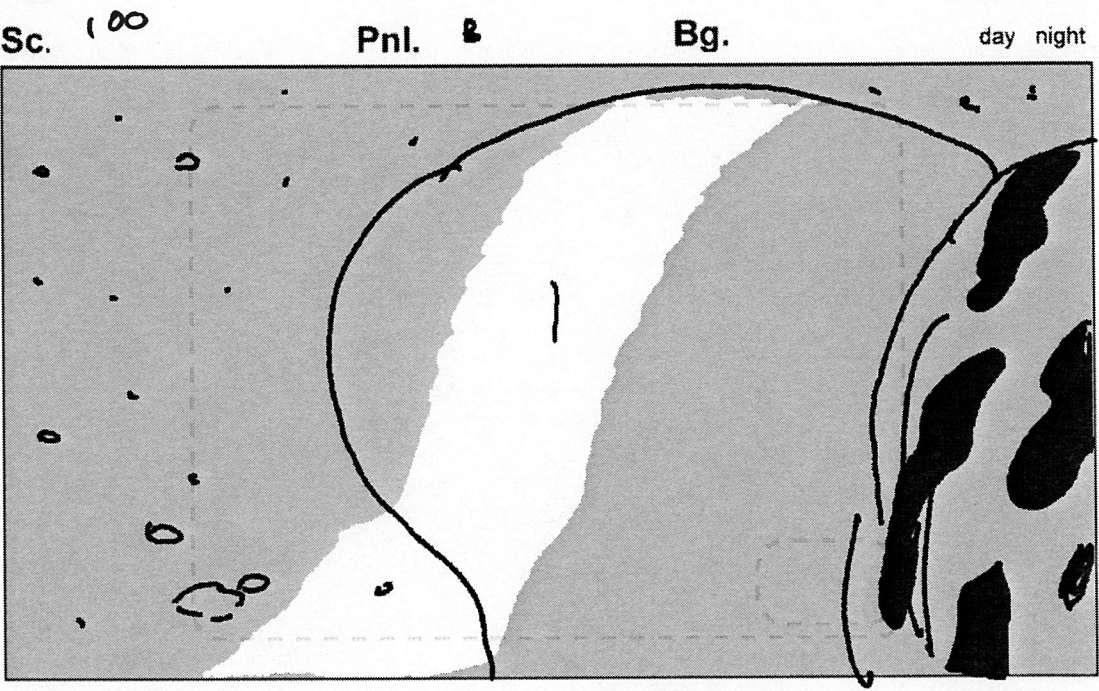
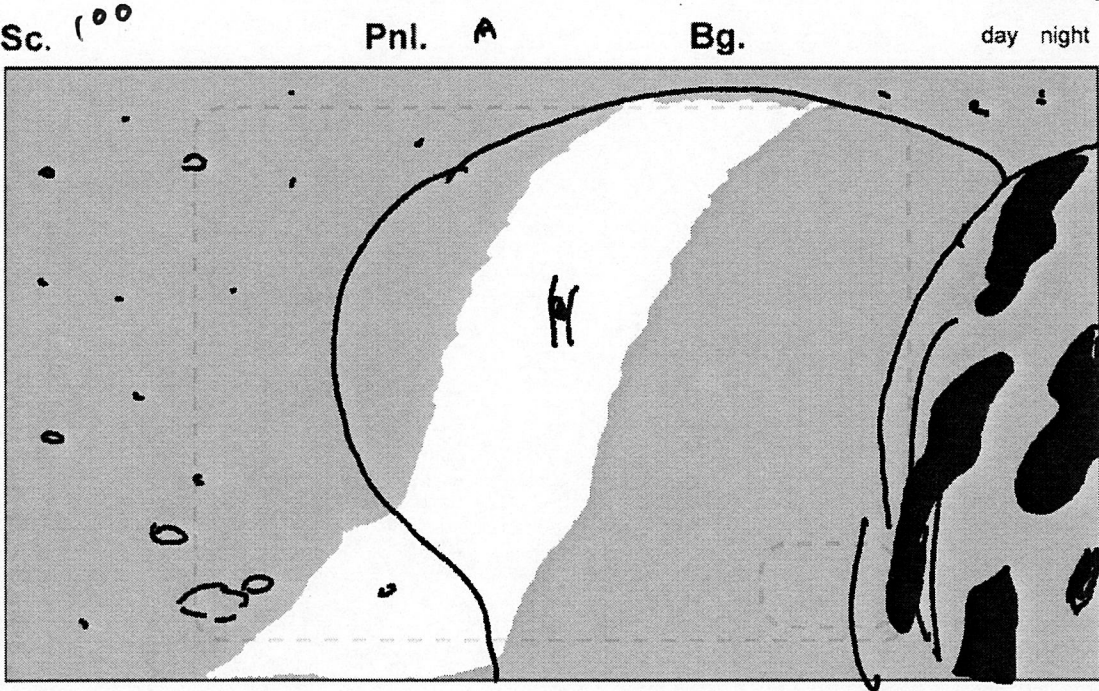
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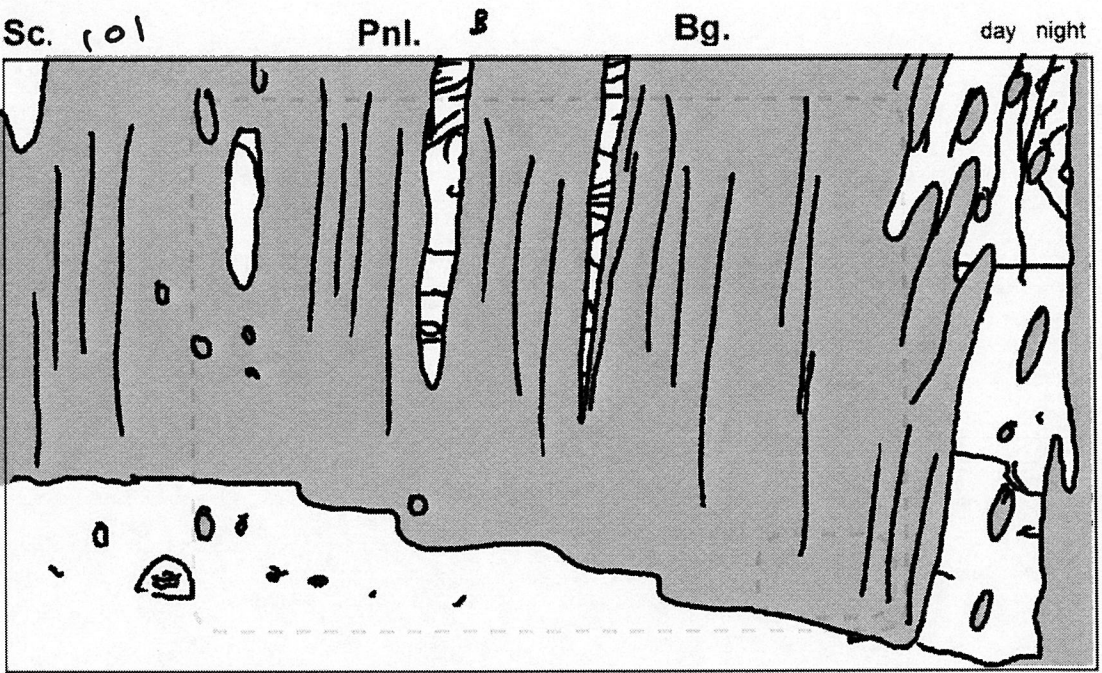
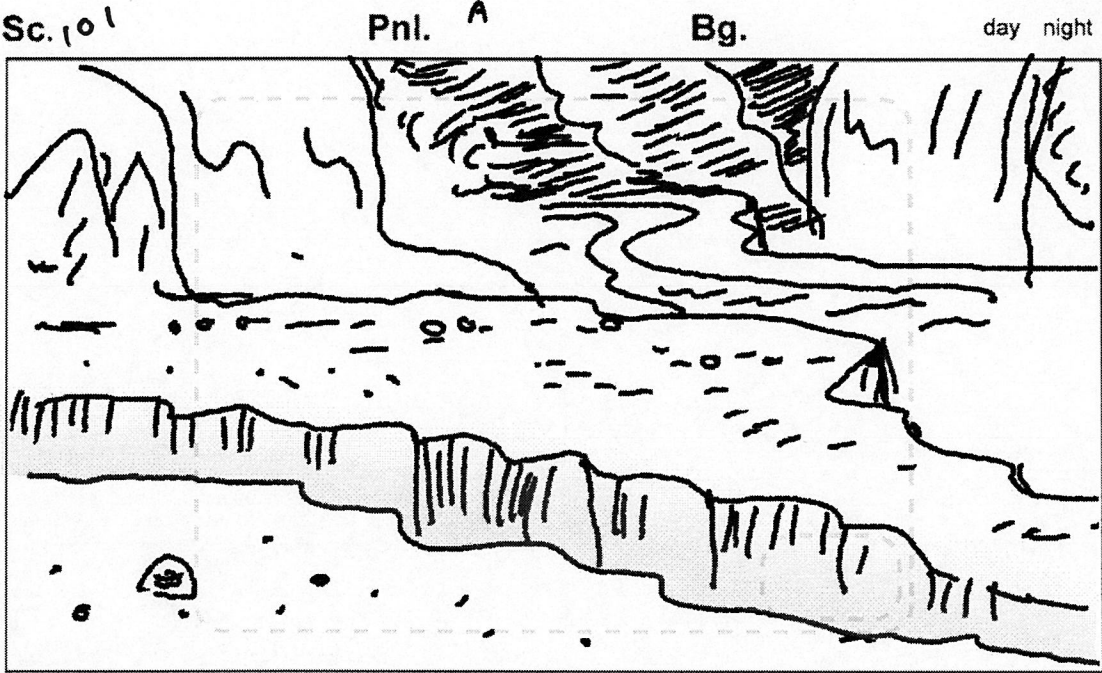
Dialog:
Action:
Timing:

HARD CUT TO, ...

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ADVENTURE TIME



Dialog:

FX UNBBLE PRSHOAA!!!

Action:

Timing:

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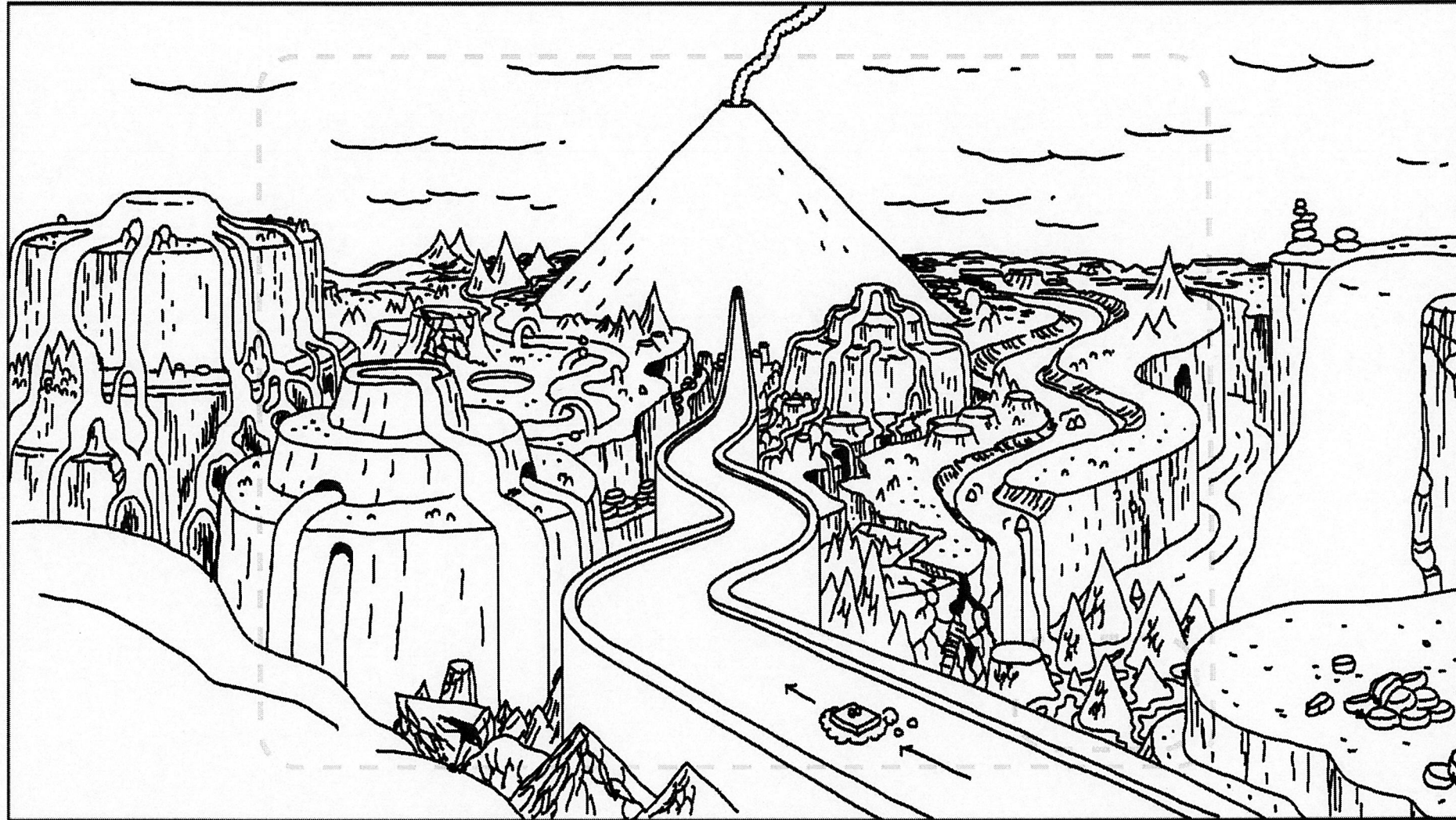
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Sc. 102

Pnl. A

Bg.

day night



REAL GREY , OTHER THAN THE RED LAVA .

Production :

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1025-178

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ADVENTURE TIME



Page 146

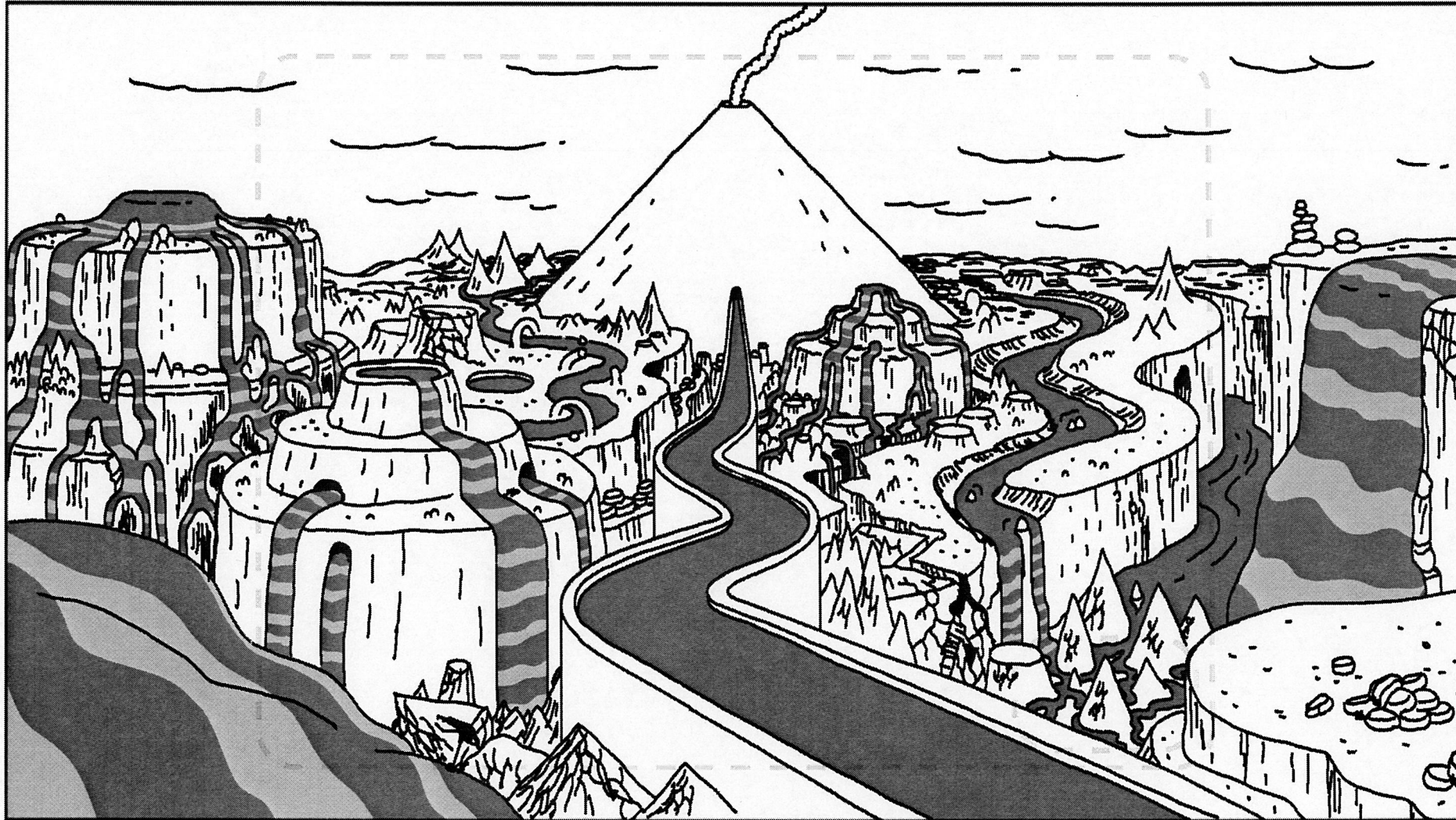
Sc. 102

Pnl.

B

Bg.

day night



HERE'S WHERE THE LAVA FLOWS

STRIPE = FLOWING LAVA

EPISODE #

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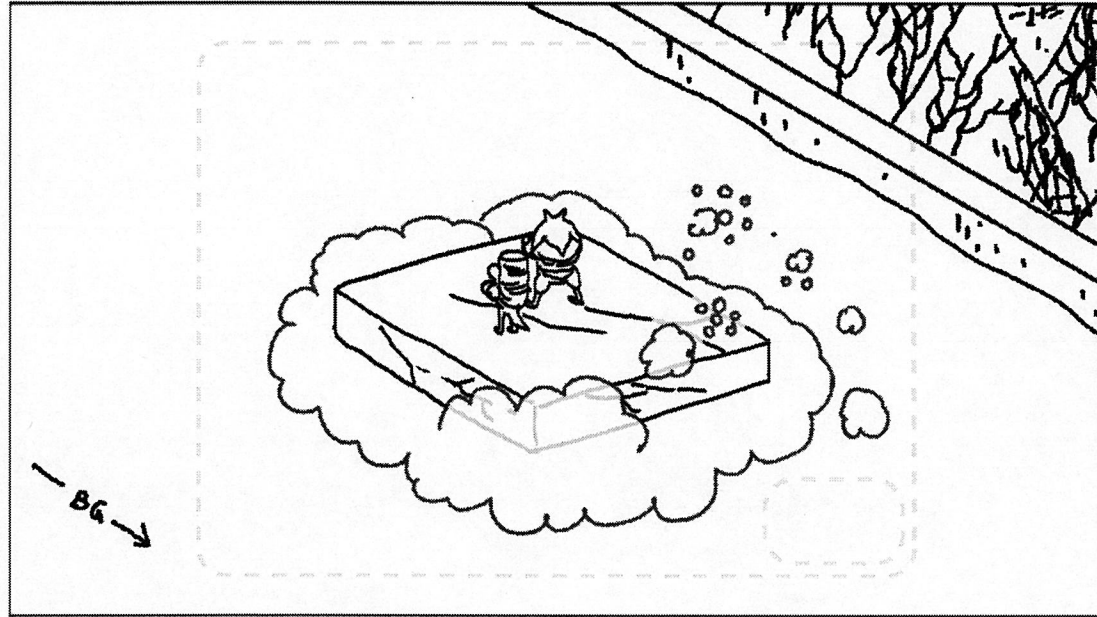
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Sc. 103

Pnl. A

Bg.

day night

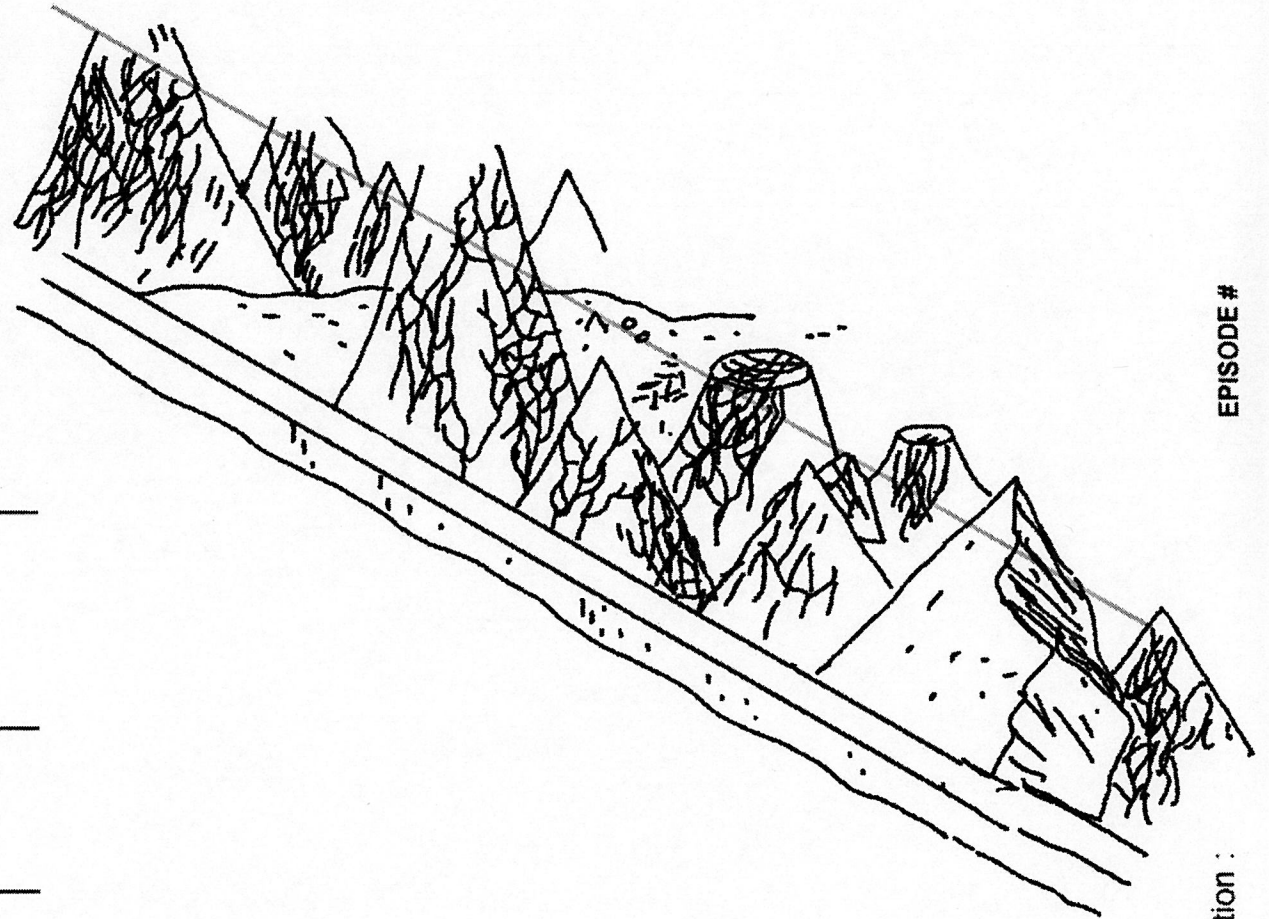


Dialog:

Action:

- ON A ROILING BED OF STEAM
- NOT MOVING FAST! NO NEED TO.

Timing:



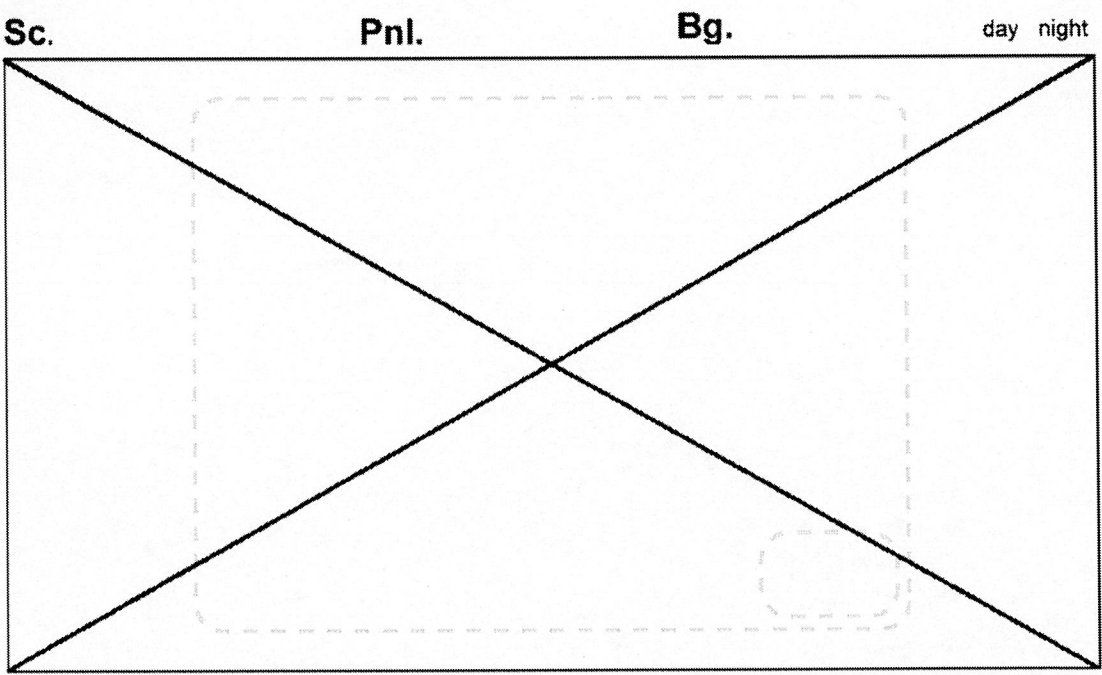
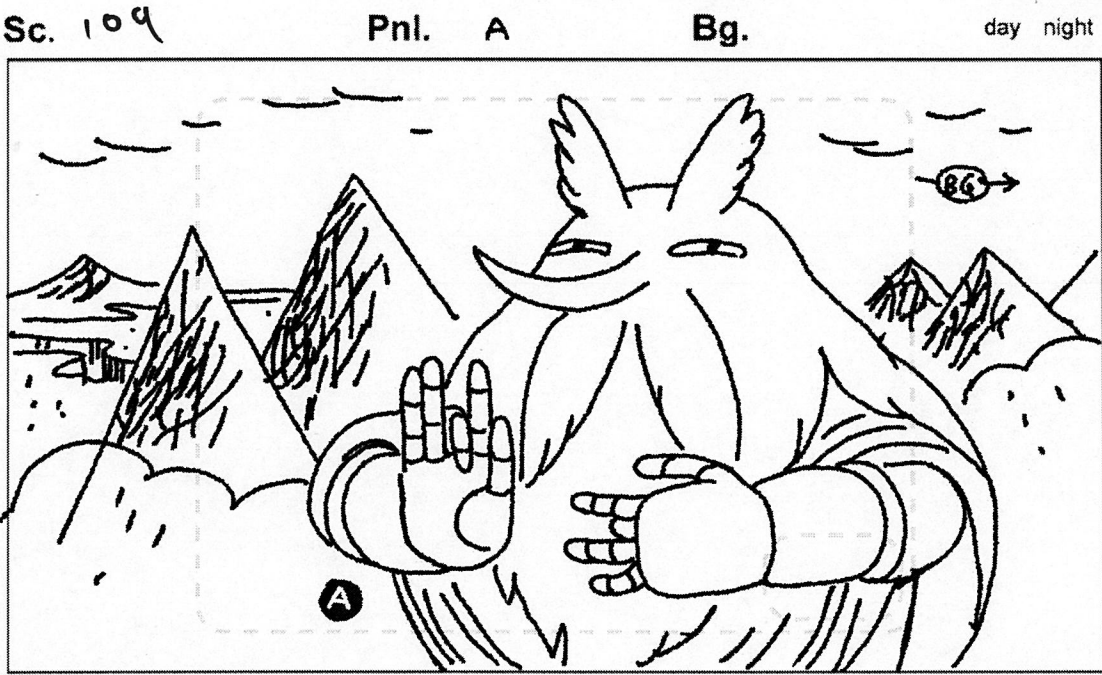
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ADVENTURE TIME



Dialog:

Action:

Timing:

(STREAM BETWEEN U.E. & B.G.)

DOING HAND SPELLS (ABCABC---)

EPISODE # 1025-178

Production :

ADVENTURE TIME



Page 143

Sc. 104

Pnl. 8

Bg.

day night



Dialog:

Action:

Timing:

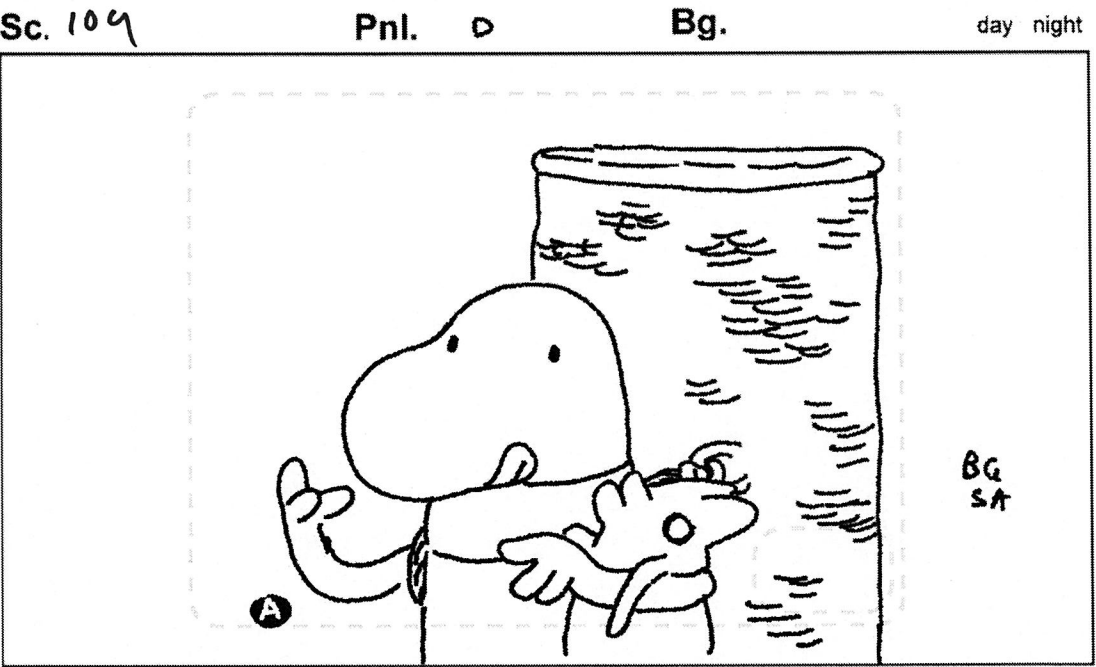
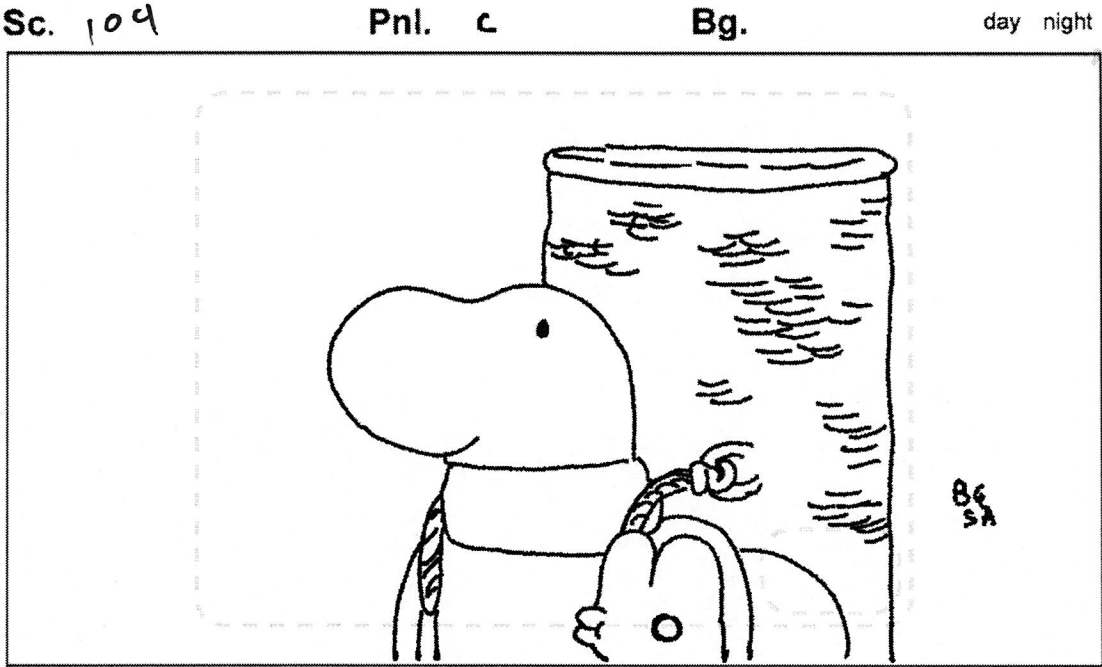
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ADVENTURE TIME



Dialog:

Action:

Timing:

WHAT NINA'S UP TO, GETTING FUSSY

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ADVENTURE TIME



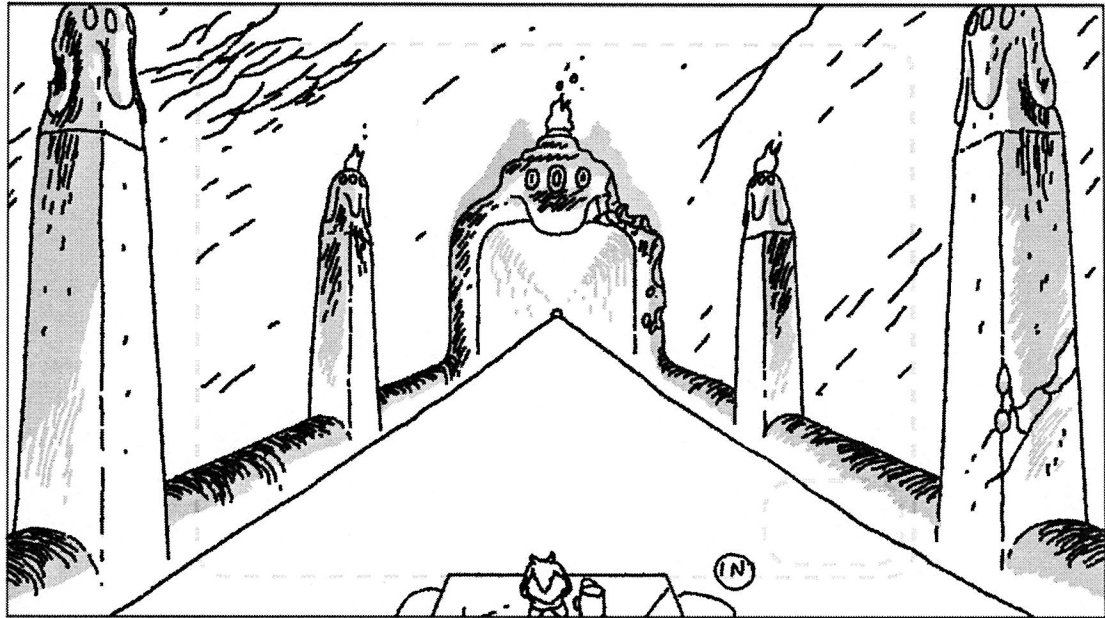
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Sc. 109

Pnl. A

Bg.

day night

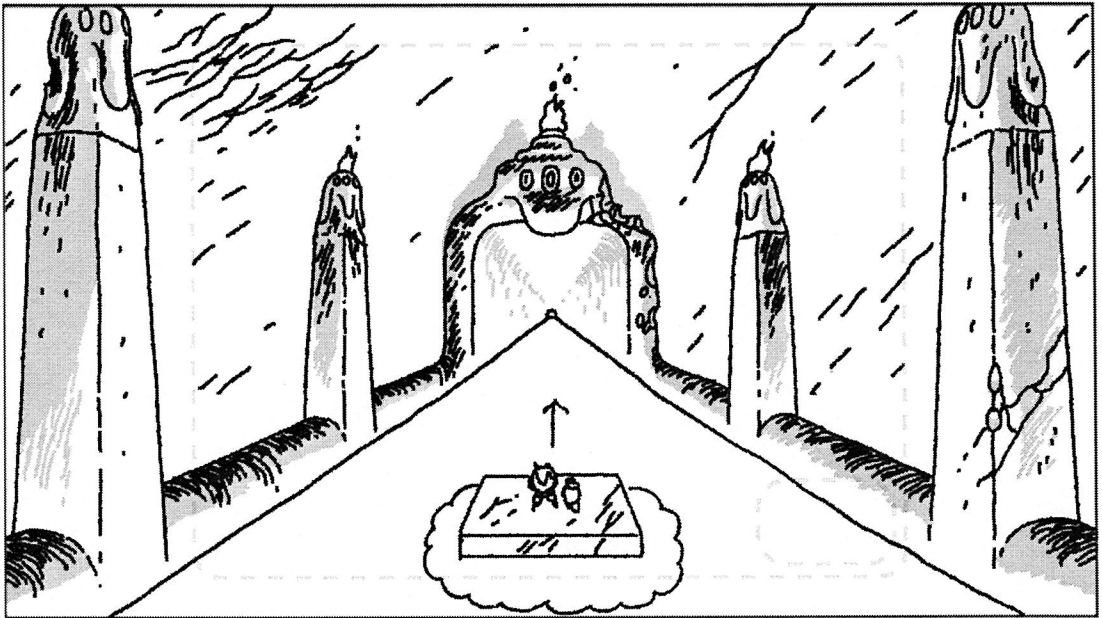


Sc. 105

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

Production :

1025-178

ADVENTURE TIME



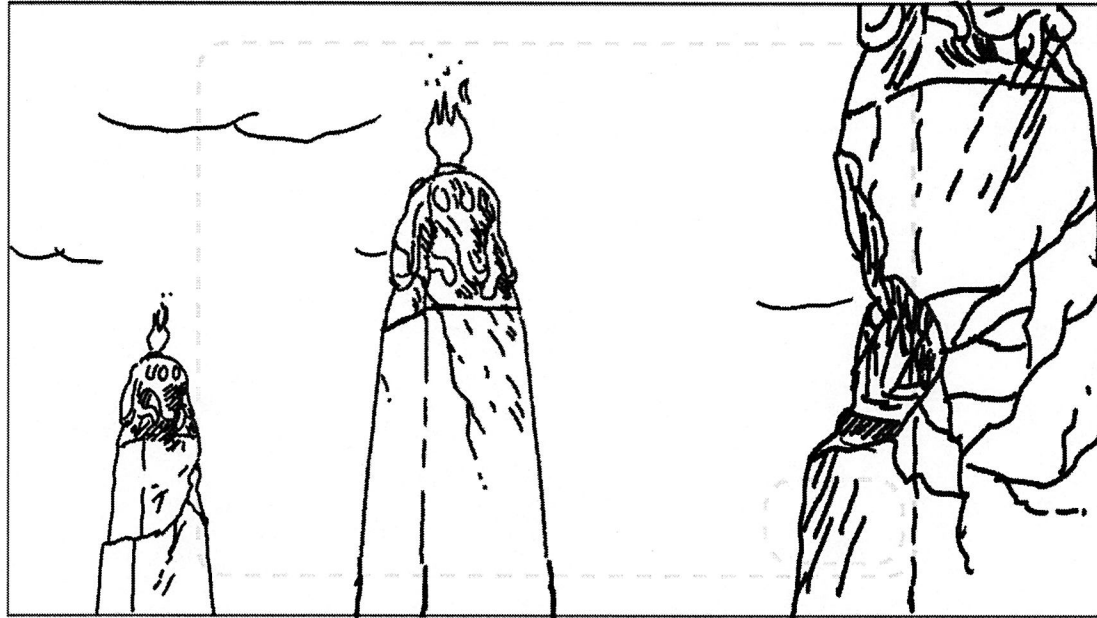
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Sc. 106

Pnl. A

Bg.

day night

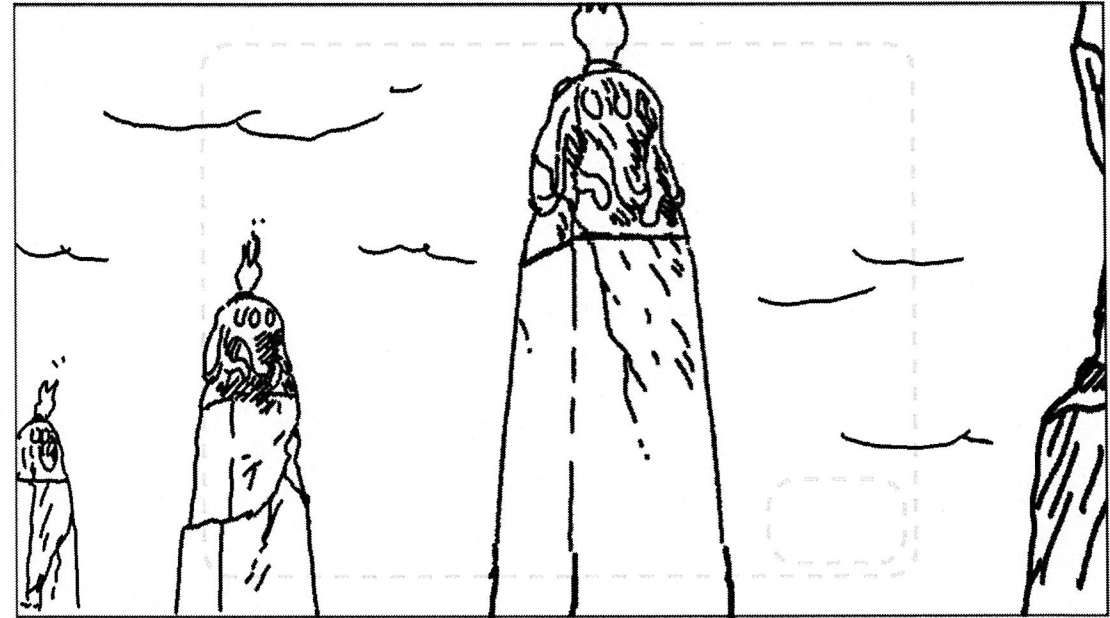


Sc. 106

Pnl. B

Bg.

day night



Dialog:

Action:

PASSING BY ANCIENT MAQWOOD TORCH IDOLS
(ALL IN ONE POINT PERSPECTIVE)

Timing:

EPISODE #

1025-178

Production :

ADVENTURE TIME



Page 147

Sc. 107

Pnl. A

Bg.

day night

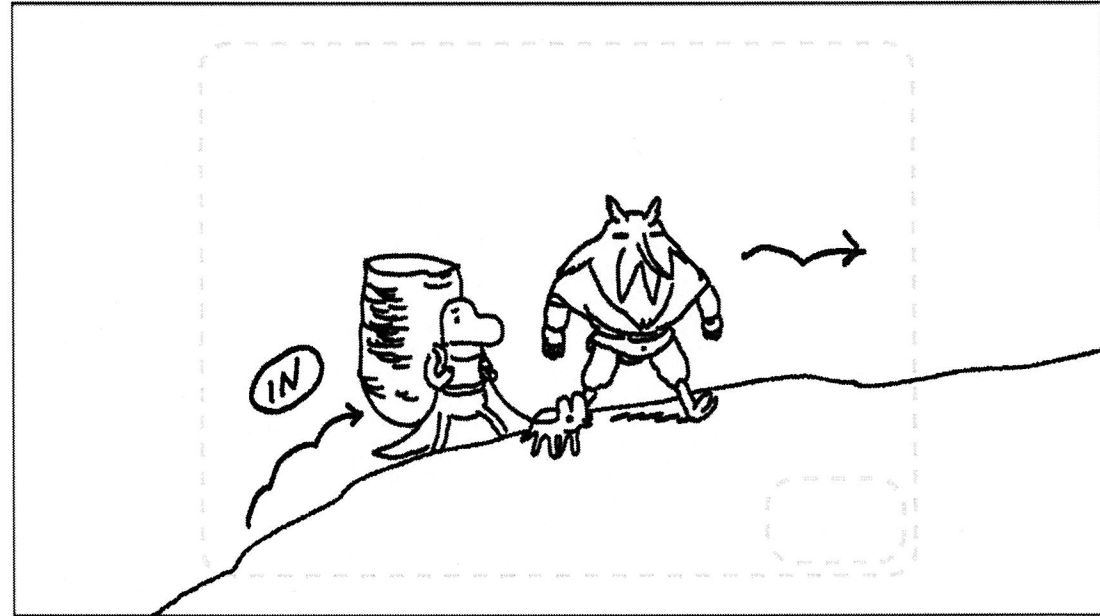


Sc. 107

Pnl. B

Bg.

day night



Dialog:

Action:

INSIDE THE VOLCANO.

Timing:

EPISODE #

Production :

1025-178

ADVENTURE TIME



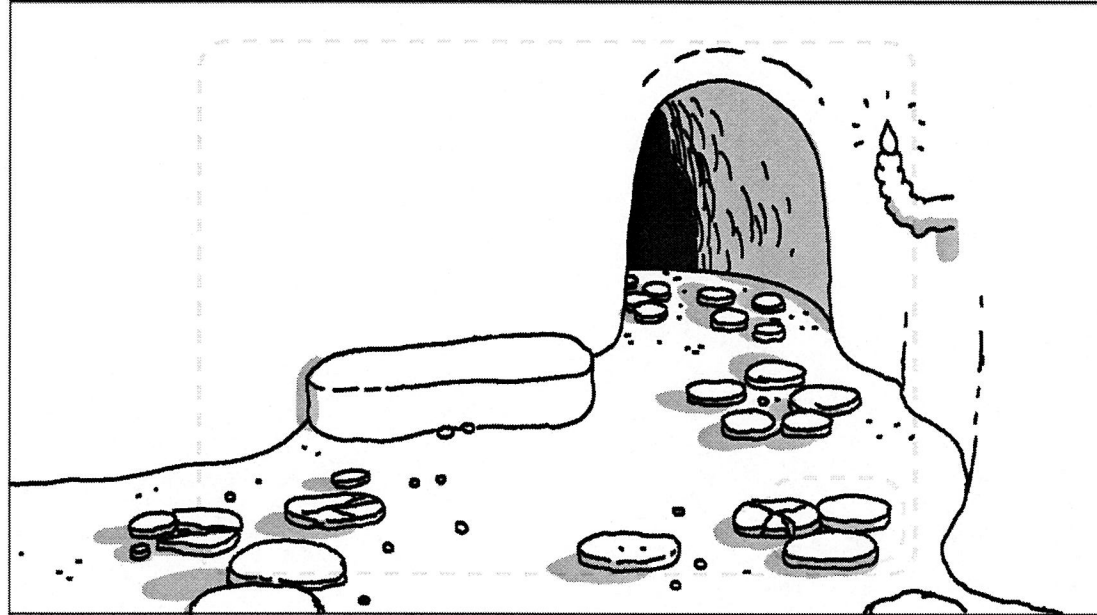
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Sc. 108

Pnl. A

Bg.

day night

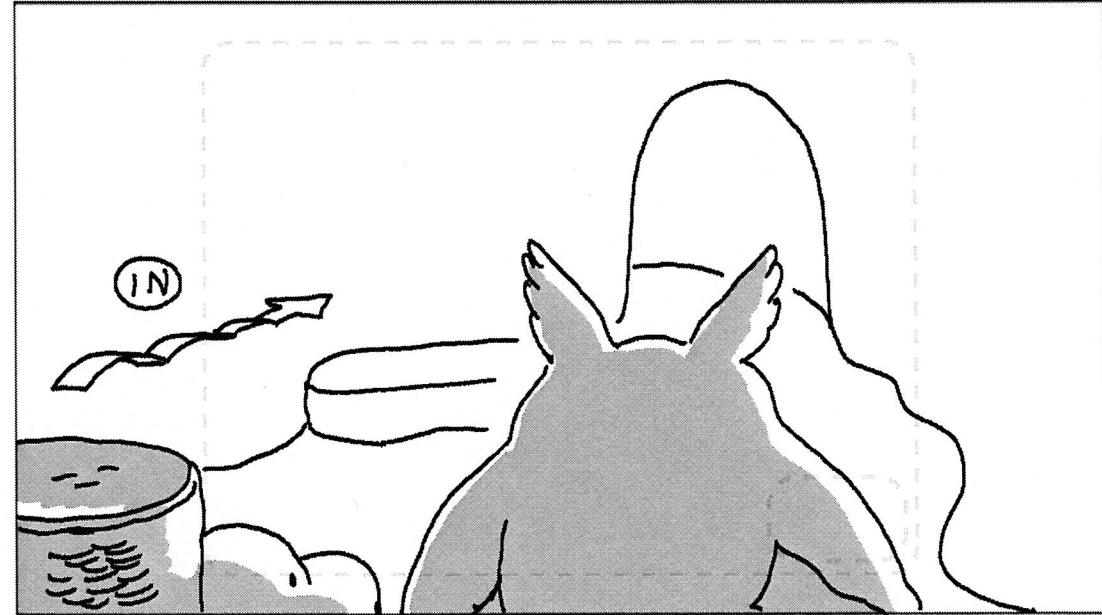


Sc. 108

Pnl. B

Bg.

day night



Dialog:

(UE) / NOW GUNTHER,

Action:

- OLD SHATTERED TILES
- I GUESS THIS IS A ...
WAITING ROOM?

Timing:

EPISODE #

1025-178

Production :

ADVENTURE TIME



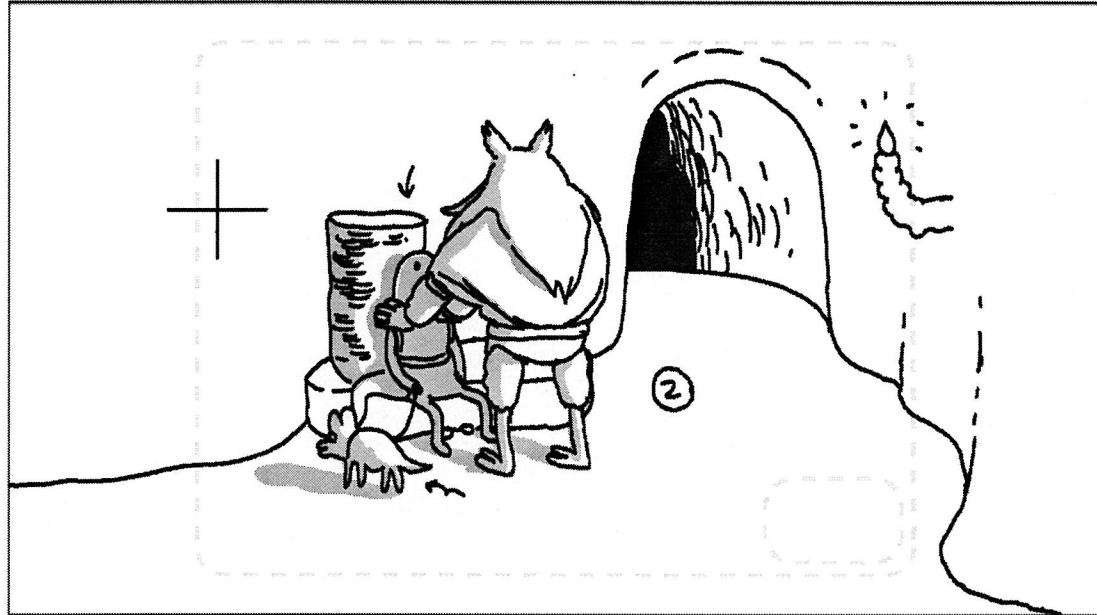
Page 149

Sc. 108

Pnl. c

Bg.

day night

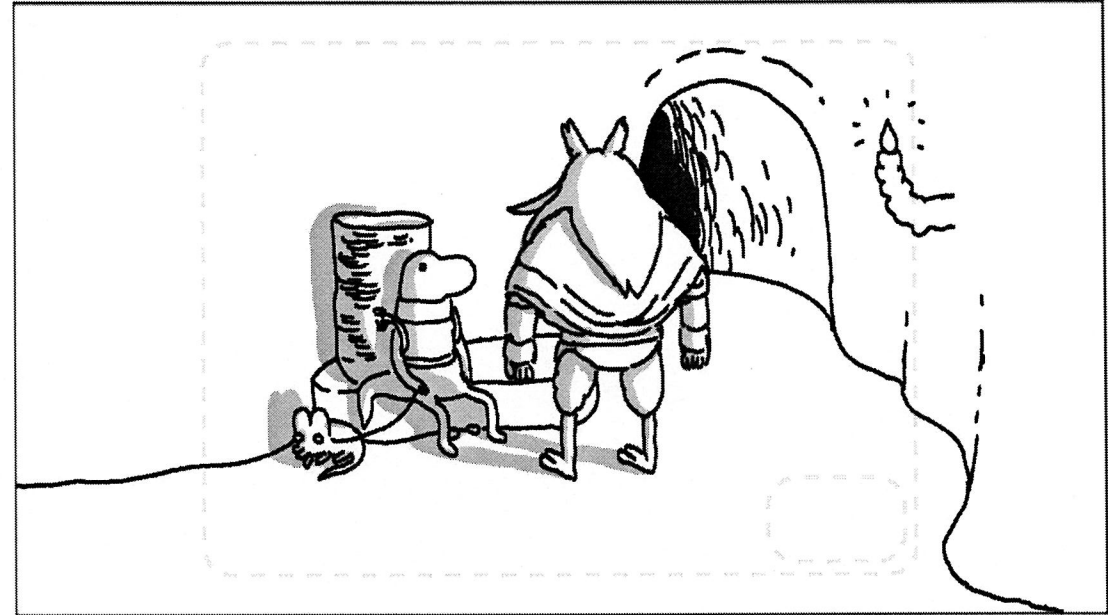


Sc. 108

Pnl. d

Bg.

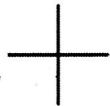
day night



Dialog:

Action:

Timing:



2

(UE)

LISTEN TO ME,

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ADVENTURE TIME



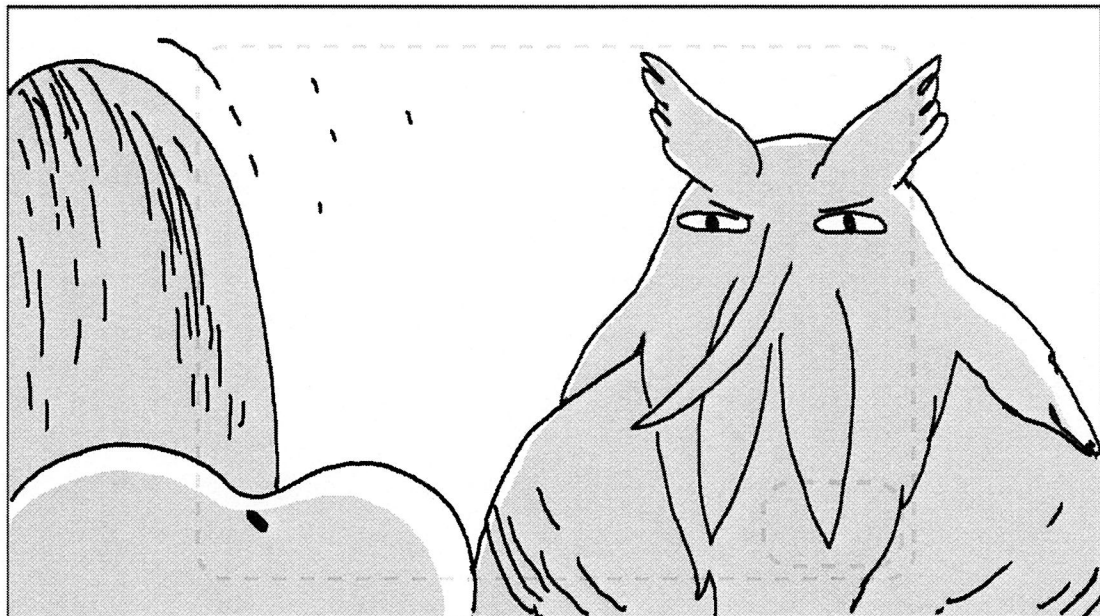
Page 150

Sc. 109

Pnl. A

Bg.

day night

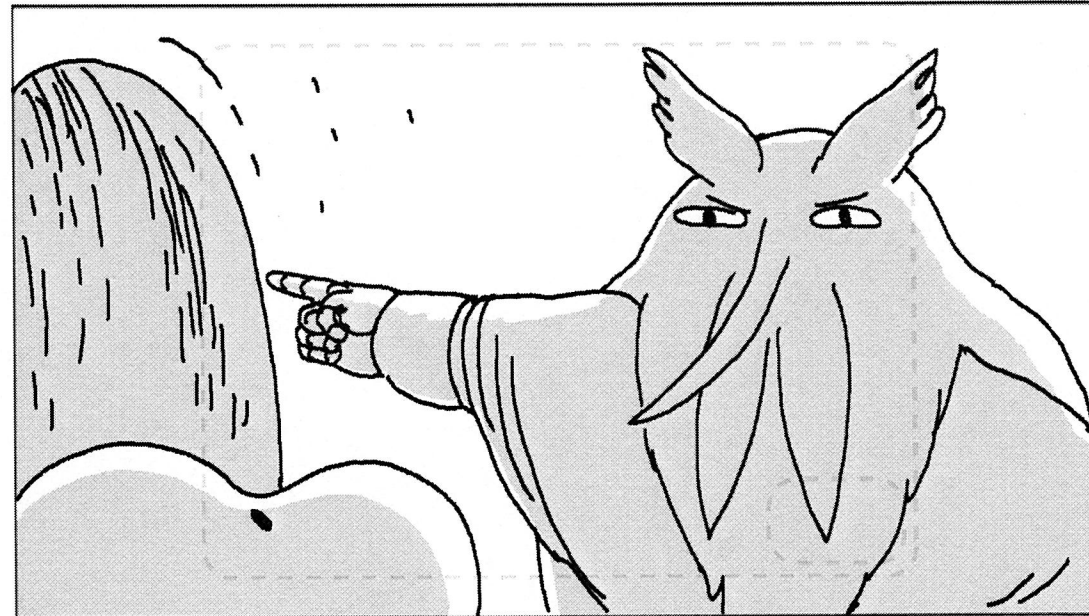


Sc. 109

Pnl. B

Bg.

day night



Dialog:
UE

YOU DON'T KNOW WHAT
YOU'RE DOING.

- DON'T FOLLOW ME
INTO MAGWOOD'S LAIR, OR
ELSE HE'LL MELT YOUR DOME.

Action:

Timing:

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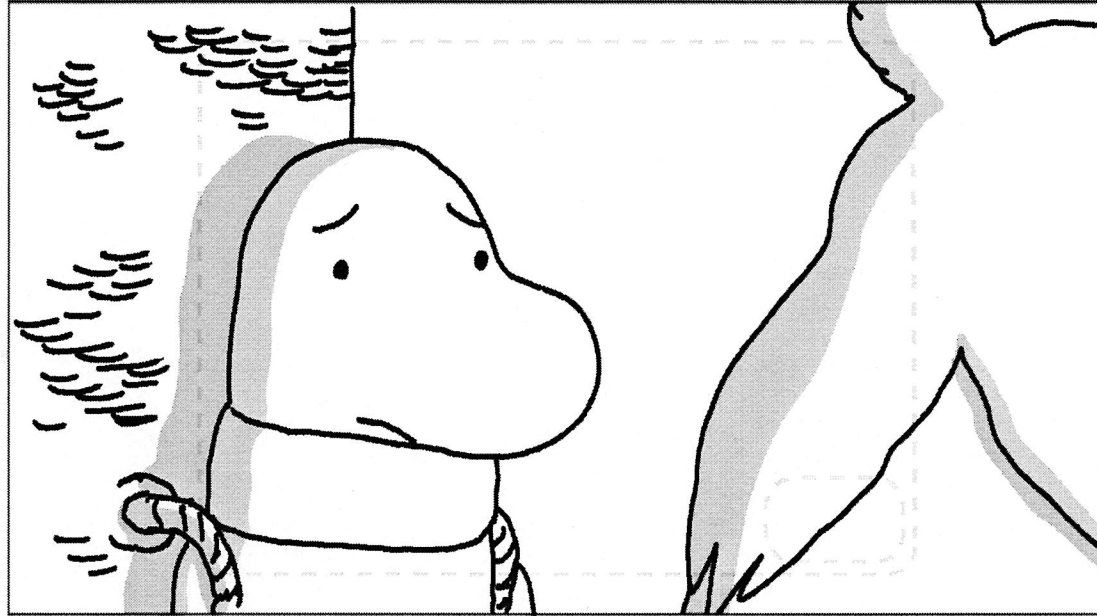
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Sc. 110

Pnl. A

Bg.

day night

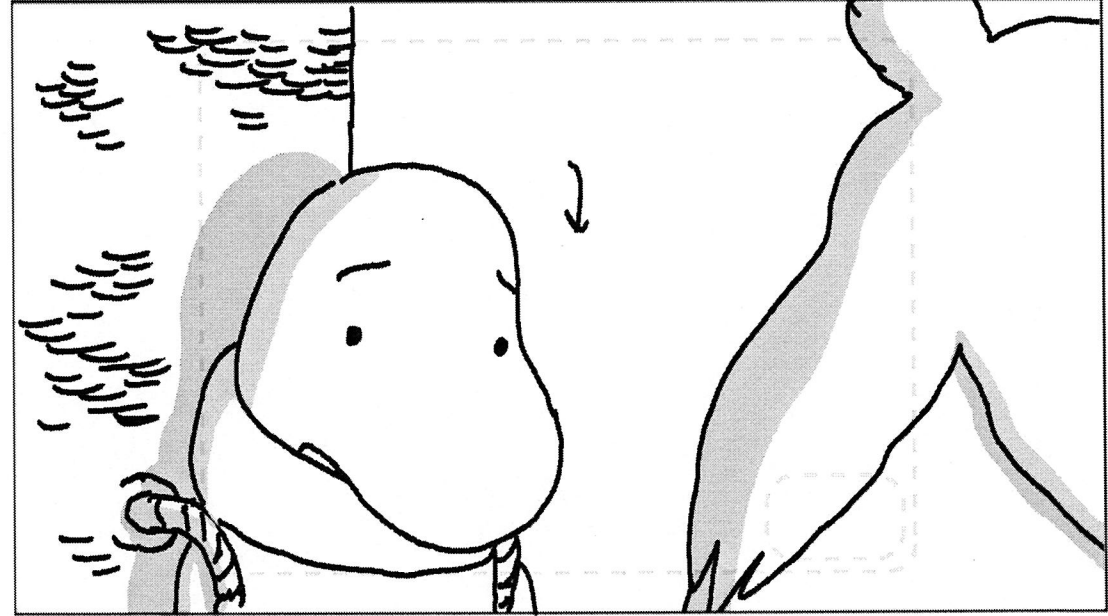


Sc. 110

Pnl. B

Bg.

day night



Dialog:

Q/ YEEEEAH.

Action:

Timing:

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ADVENTURE TIME



Sc. 111

Pnl. A

Bg.

day night

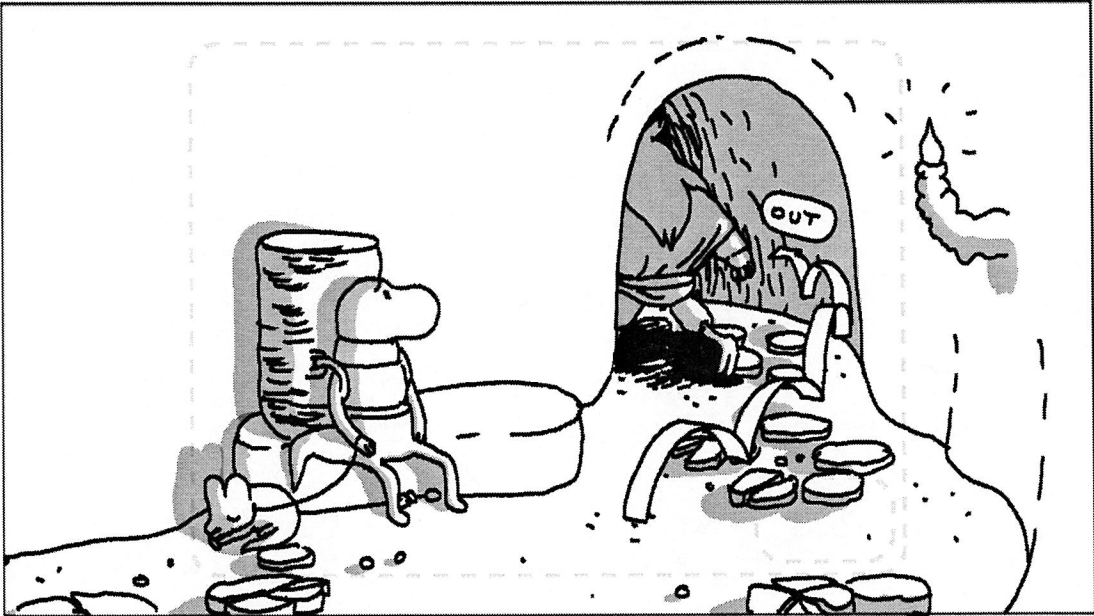


Sc. 111

Pnl. B

Bg.

day night



Dialog:
Action:
Timing:

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ADVENTURE TIME



Sc. (I)	Pnl. c	Bg.	day night	Sc. III	Pnl. D	Bg.	day night

Dialog:	(OS) OH GUNTHER, YOU SHOULD SEE THIS. (2) (KIND OF PANTOMIME-Y.)
Action:	GUNTHER'S BODY SLACKENS
Timing:	

EPISODE #

Production :

1025-178

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ADVENTURE TIME



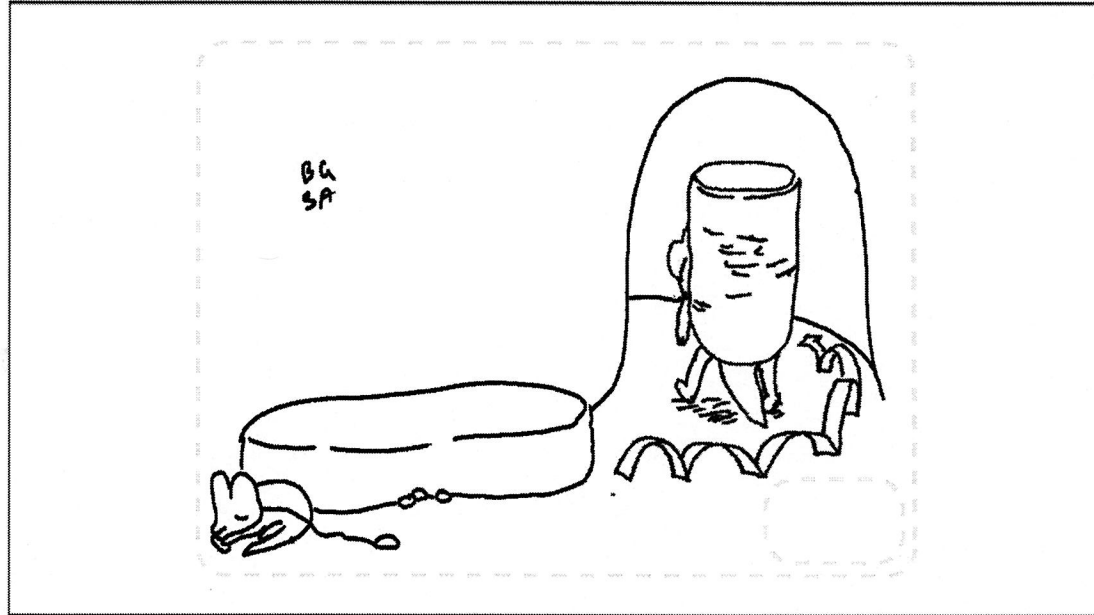
Page 154

Sc. 111

Pnl. E

Bg.

day night

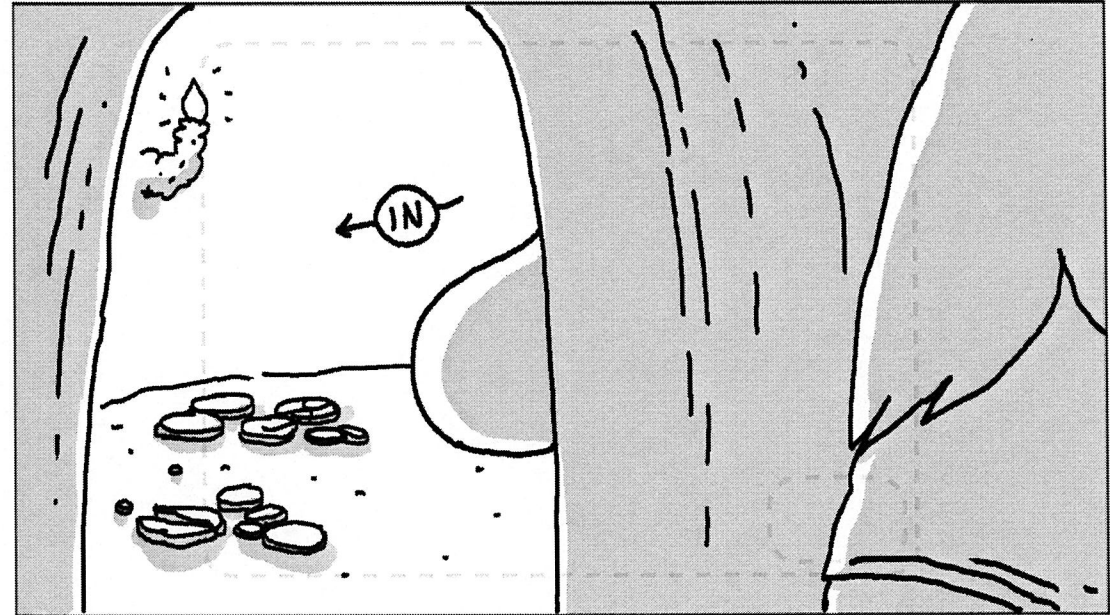


Sc. 112

Pnl. A

Bg.

day night



Dialog:

Q/ OK.

Action:

Timing:

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ADVENTURE TIME



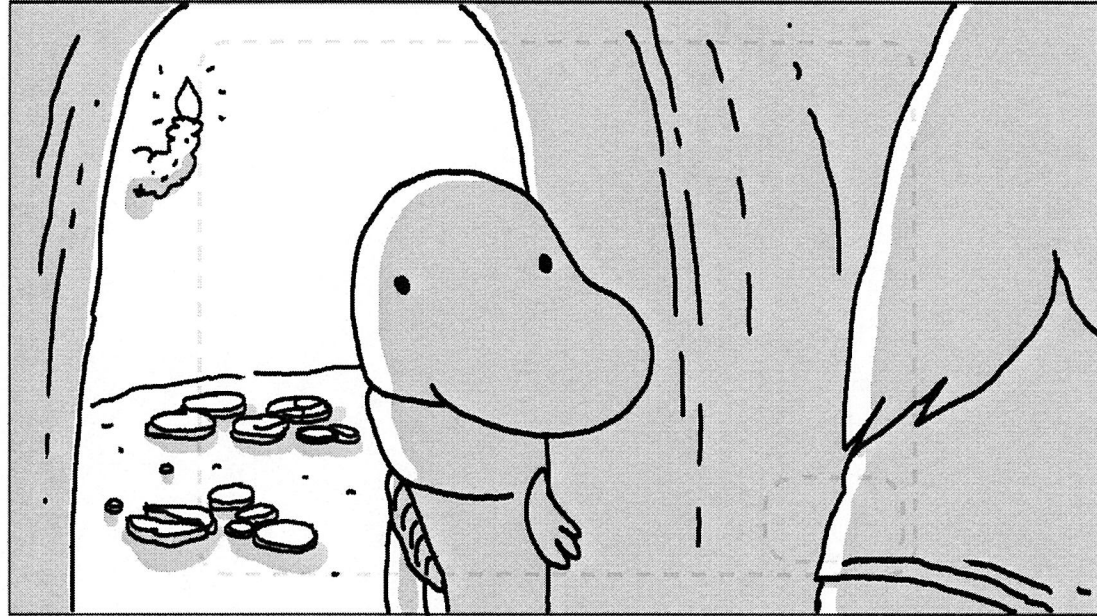
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Sc. 112

Pnl. B

Bg.

day night

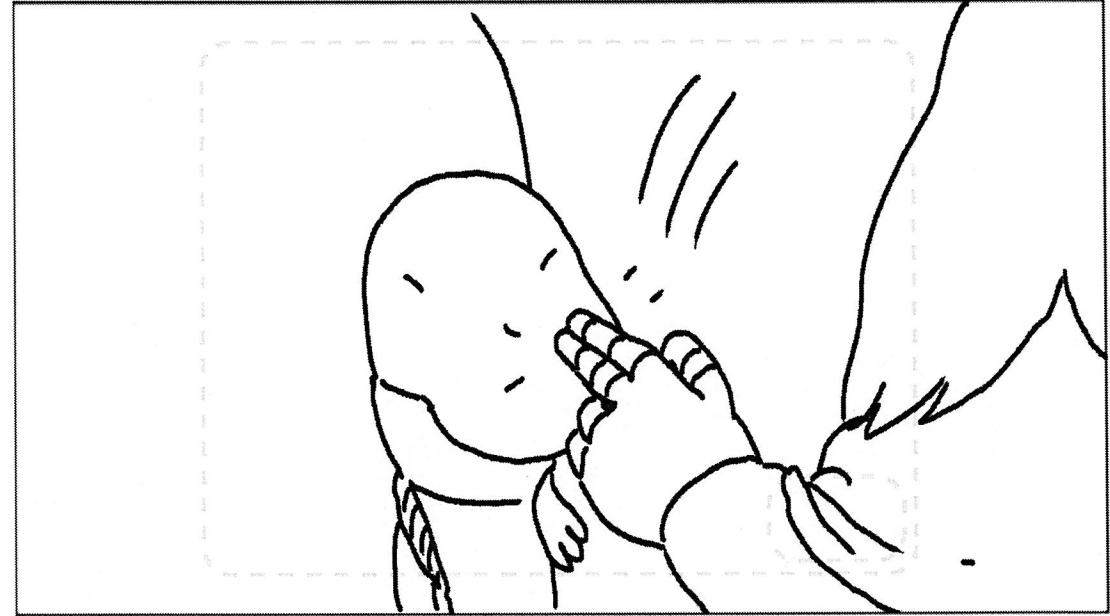


Sc. 112

Pnl. c

Bg.

day night



Dialog:

(SFX) / WHAP!
(VE) / GUNTHER, NO!

Action:

A SHARP STRIKE.

Timing:

EPISODE #

1025-178

Production :

ADVENTURE TIME



Sc. 113

Pnl. A

Bg.

day night



Sc. 113

Pnl. B

Bg.

day night



Dialog:

(VE) YOU FAILED.
HE'LL MELT YOUR DOME.

Action:

Timing:

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ADVENTURE TIME



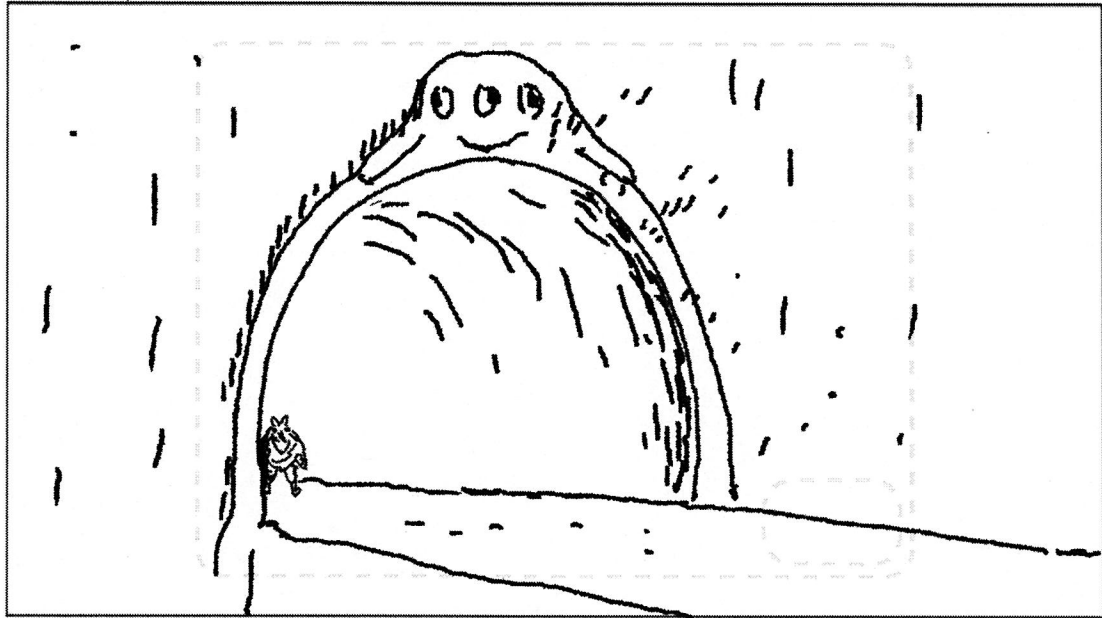
Page 157

Sc. 114

Pnl. A

Bg.

day night

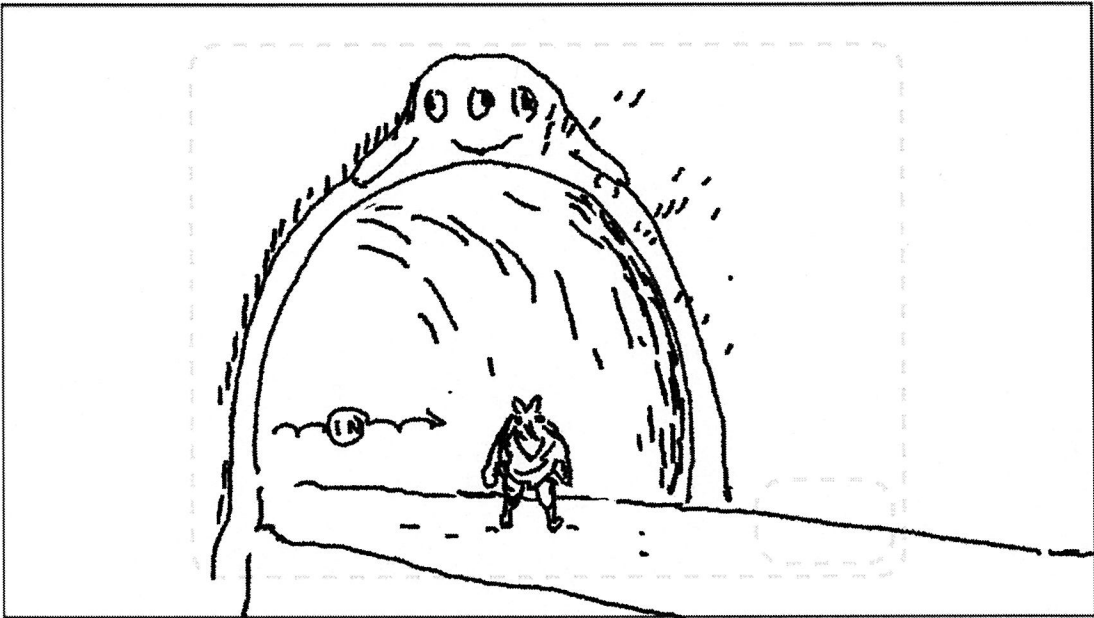


Sc. 114

Pnl. B

Bg.

day night



Dialog:
Action:
Timing:

1025-178

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ADVENTURE TIME

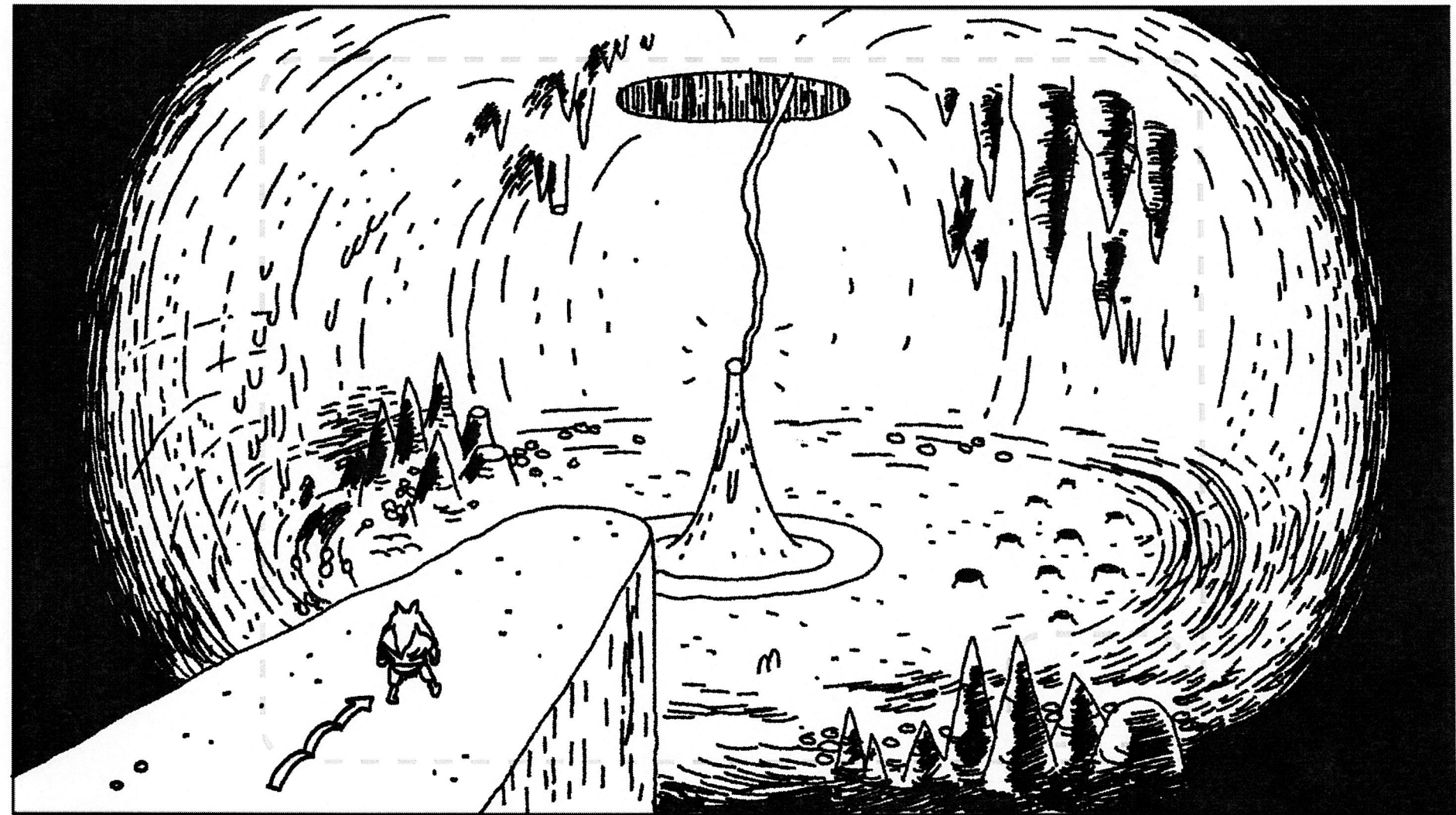


Sc. 119

Pnl. A

Bg.

day night



THE MAGMA-DOME

MUTED COLOURS, THE ONLY LAVA IS IN THE RING AROUND THE SPIRE, & MAGWOOD.

1025-178

EPISODE #

Production :

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ADVENTURE TIME



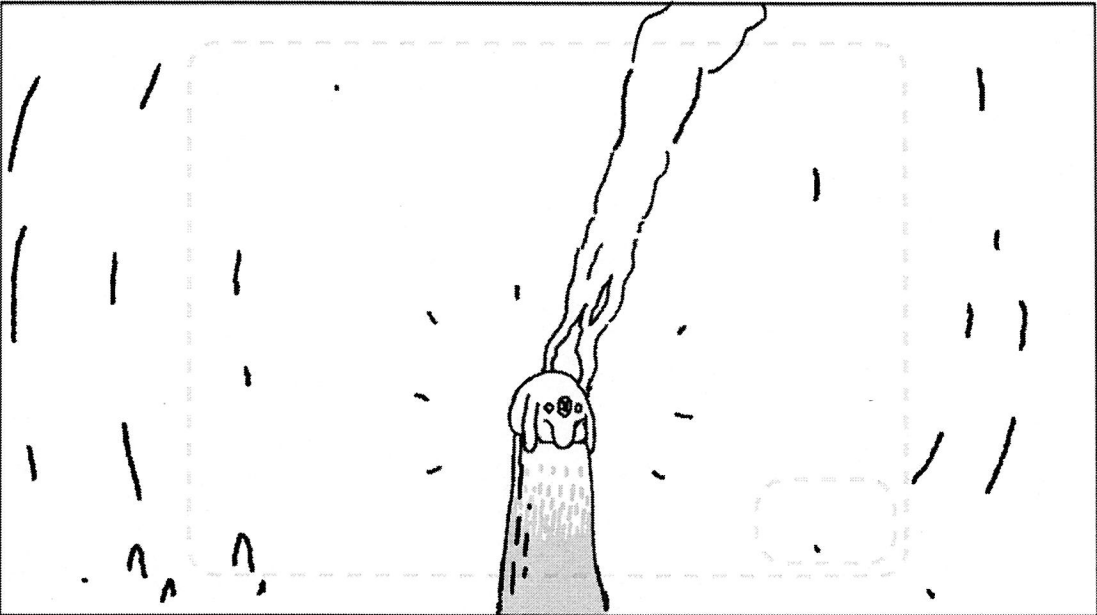
Page 159

Sc. 116

Pnl. A

Bg.

day night



Sc. 117

Pnl. A

Bg.

day night



Dialog:

Q NOT AS GRAND AS YOU
ONCE WERE, EH?

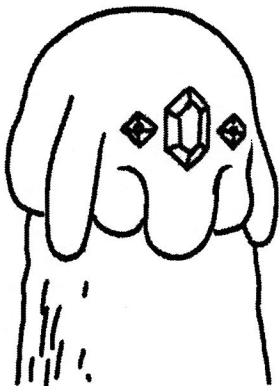
Action:

- MADE OF LAVA.
- LIGHT GLINTS OFF OF RUBIES

STROKING HIS CHIN.

Timing:

DETAIL



1025-178

EPISODE #

Production :

ADVENTURE TIME



Sc. 117

Pnl. g

Bg.

day night



Dialog:
Q NOT AS GRAND AS YOU ONCE WERE, EH?
Action:
STROKING HIS STACHE. A B A B
Timing:

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ADVENTURE TIME



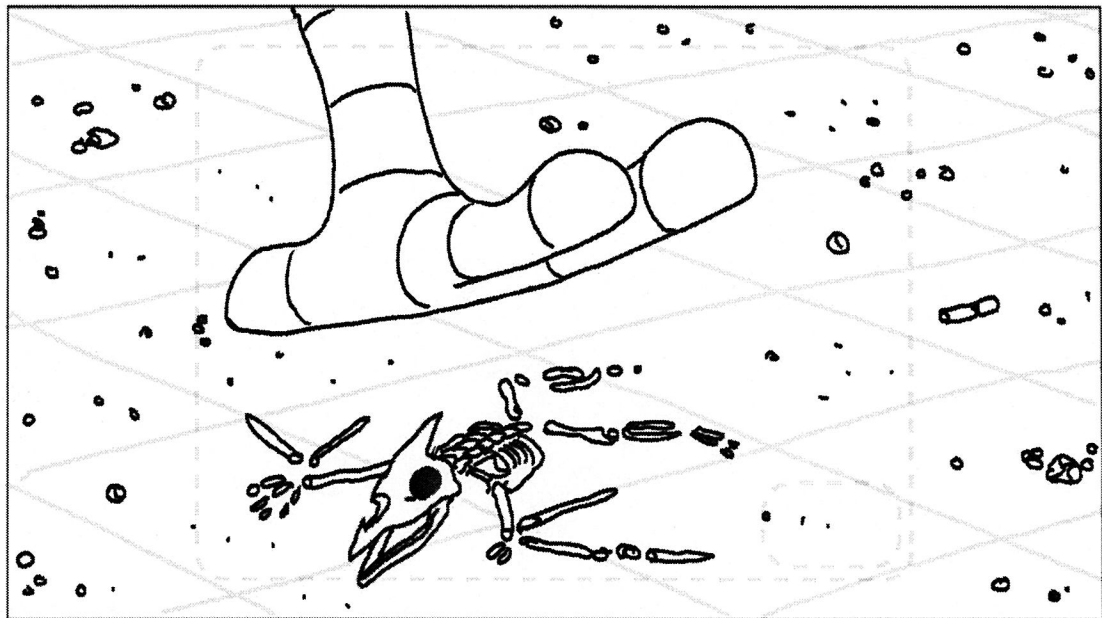
Page 161

Sc. 118

Pnl. A

Bg.

day night

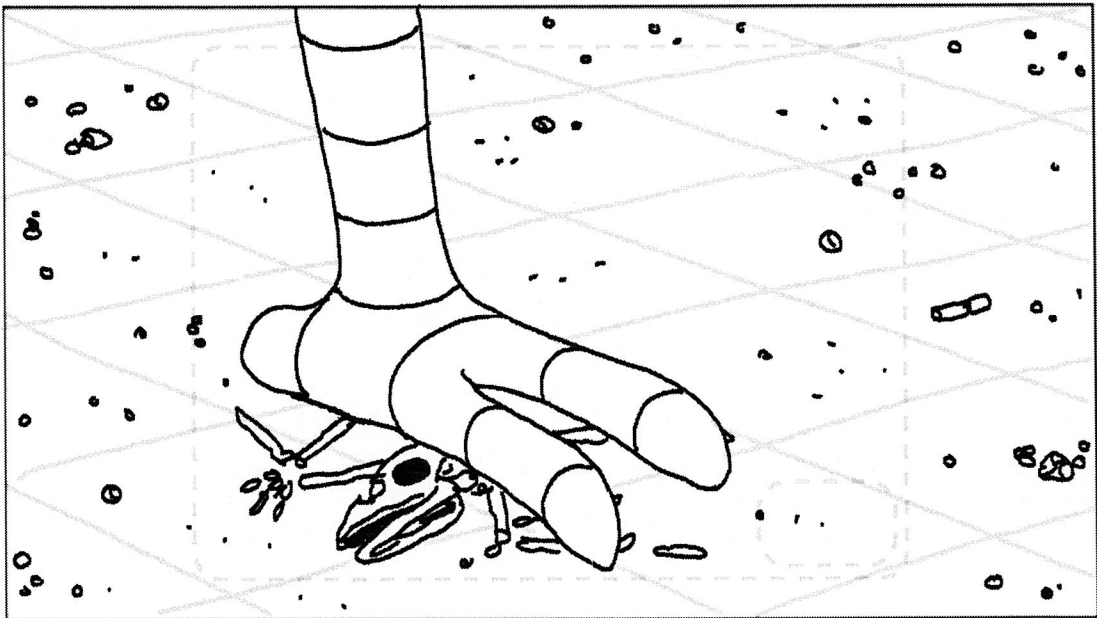


Sc. 118

Pnl. B

Bg.

day night



Dialog:

(SFX) / = CRUNCH =

Action:

PTERADON SKELETON

Timing:

EPISODE #

Production :

1025-178

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ADVENTURE TIME



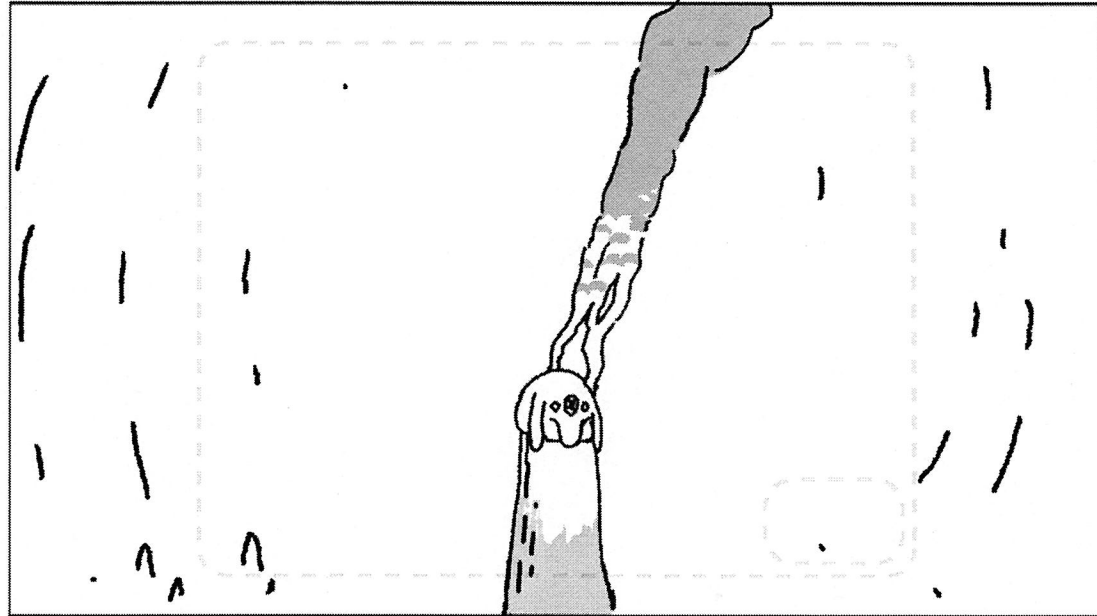
Page 162

Sc. 119

Pnl. A

Bg.

day night

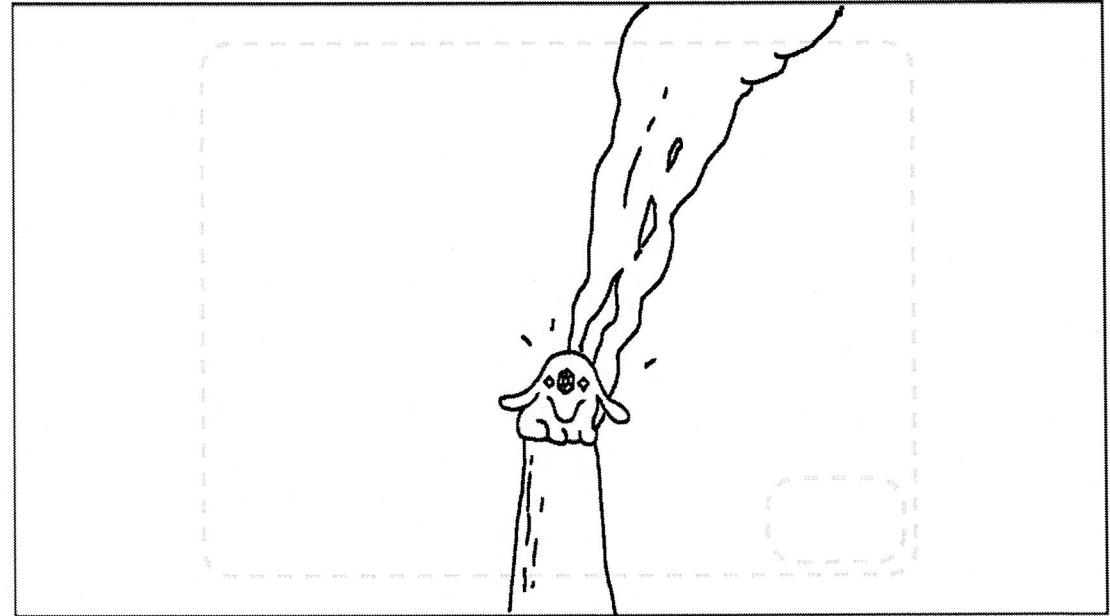


Sc. 119

Pnl. B

Bg.

day night



Dialog:

(SFX) RISING RUMBLING

Action:

ALERTED!

Timing:

1U25-178

EPISODE #

Production :

ADVENTURE TIME



Sc. 119 Pnl. A Bg. day night

Sc. 119 Pnl. B Bg. day night

Dialog:	ROARING! RUMBLIN!
Action:	EVERYTHING STARTS SHAKING.
Timing:	

1025-178

EPISODE #

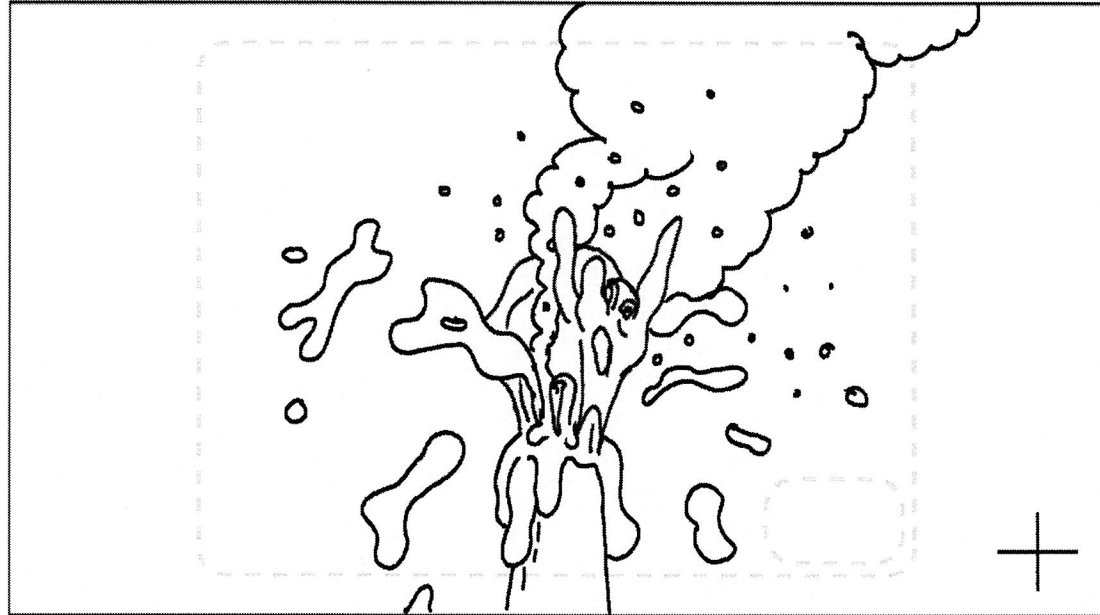
Production :

ADVENTURE TIME

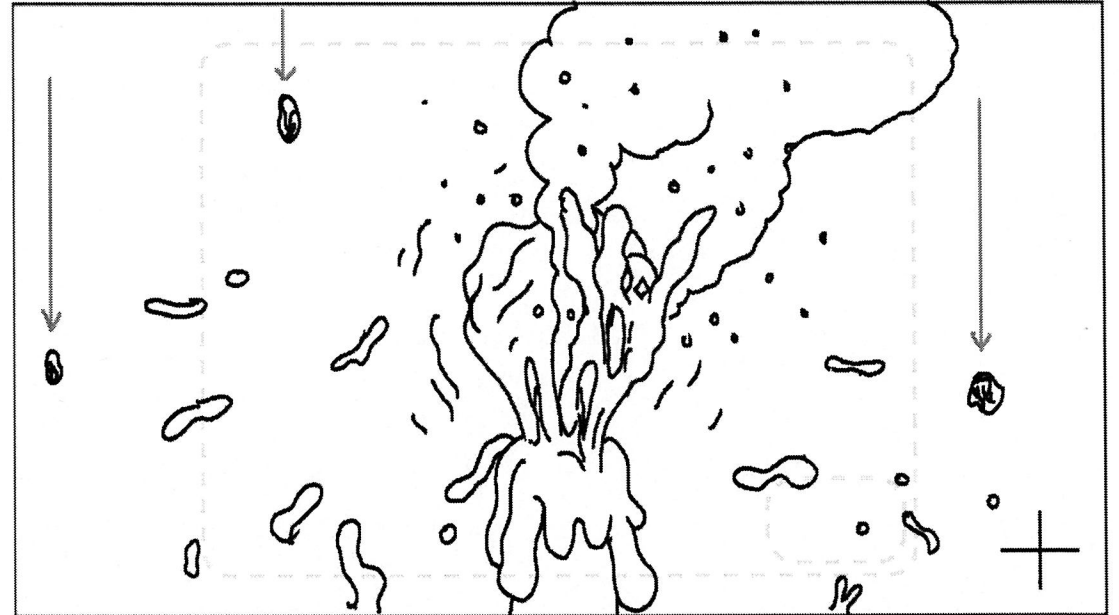


Page 169

Sc. 119 Pnl. C Bg. day night



Sc. 119 Pnl. D Bg. day night



Dialog:

Action:

DEBRIS RAINS DOWN

Timing:

EPISODE #

1025-178

Production :

ADVENTURE TIME

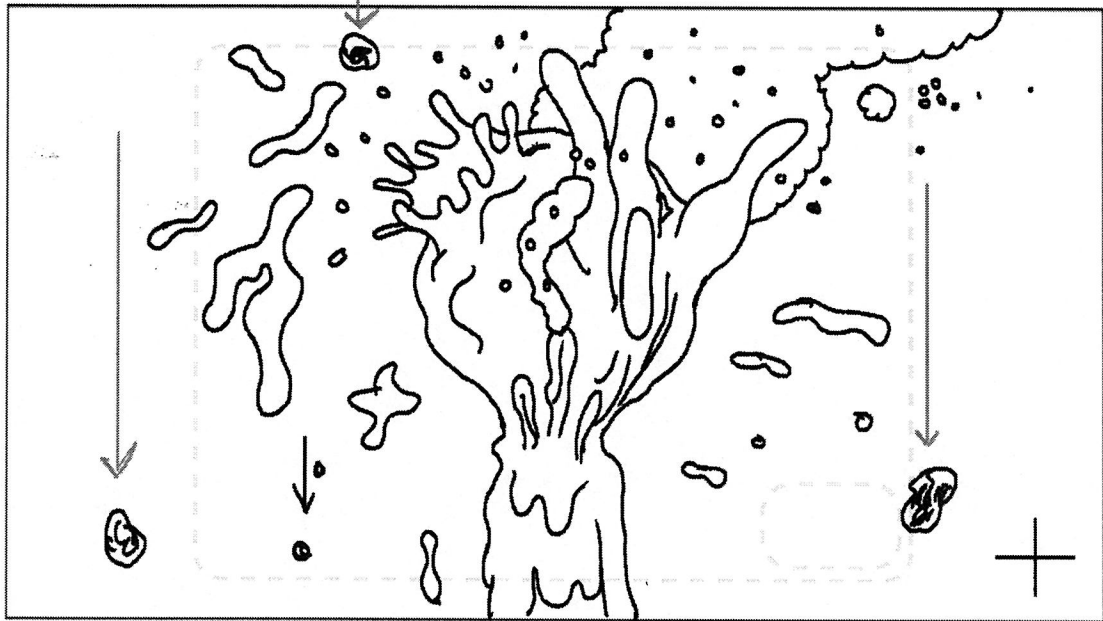


Sc. 119

Pnl. E

Bg.

day night



Sc. 119

Pnl. F

Bg.

day night



Dialog:

Action:

Timing:

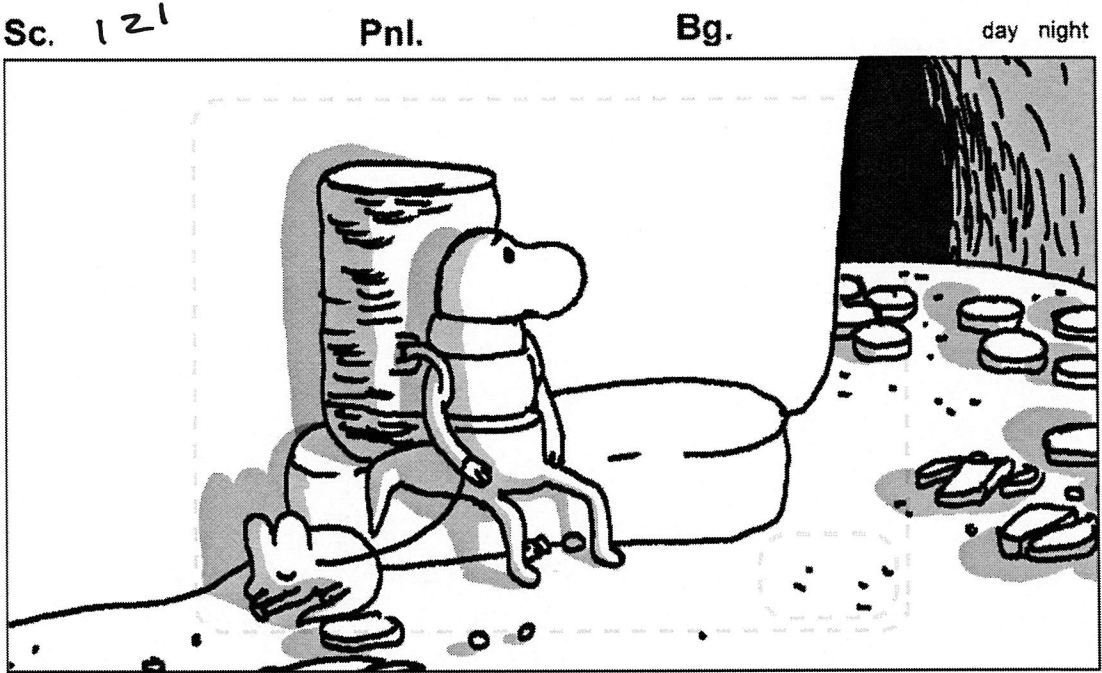
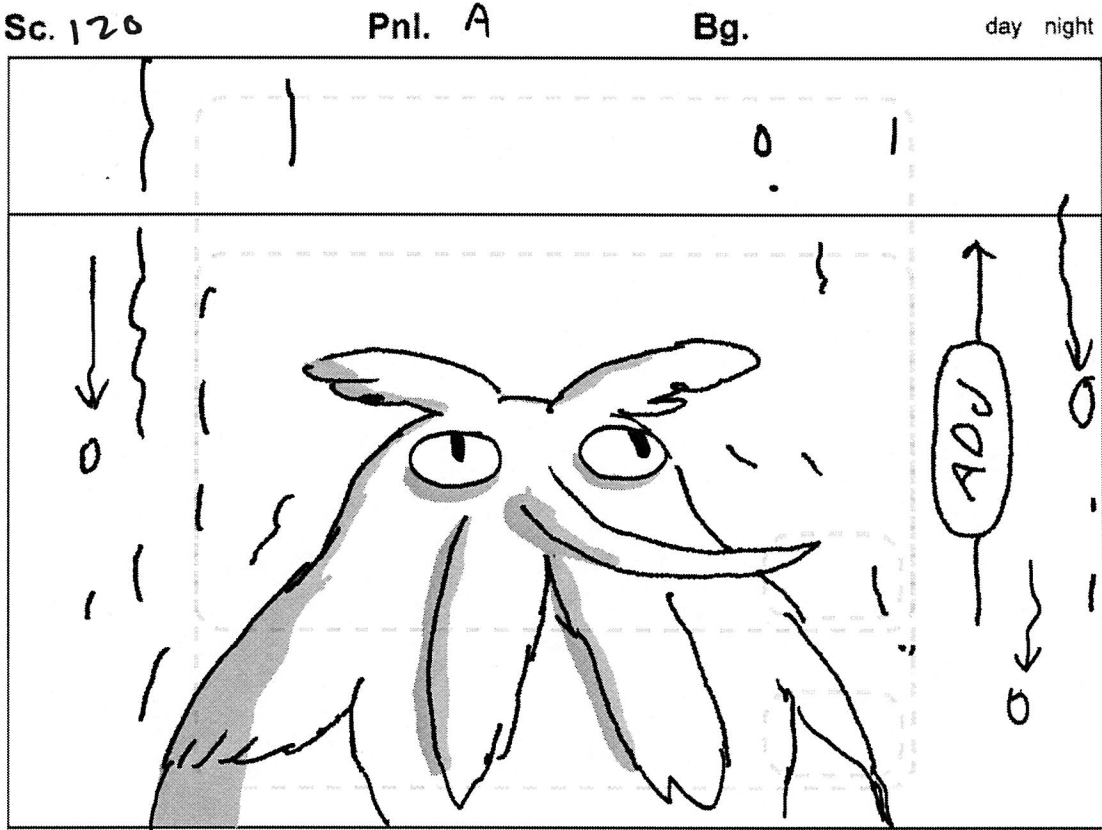
HOLY cow!

1025-178

EPISODE #

Production :

ADVENTURE TIME



O.S. SFX SCREAMING, EXPLOSIONS,
CRASHING, CRACKING, YELLING.

RUMBLE!!!

UE TRACKS DOG'S GROWTH
UPWARDS, LIGHT GET'S BRIGHTER.

EPISODE # 1025-178
Production :

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ADVENTURE TIME

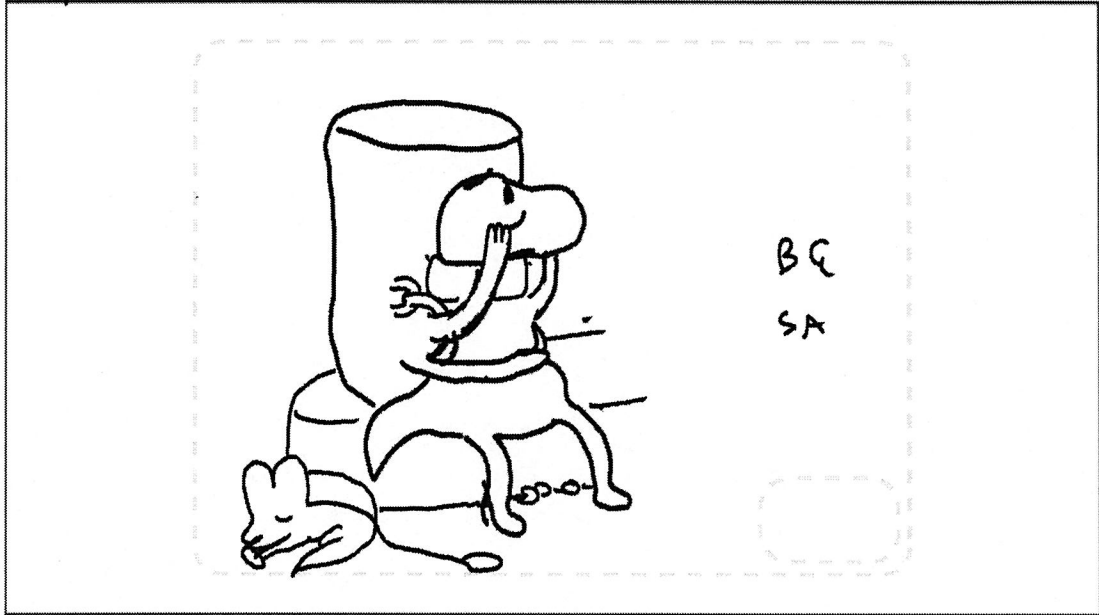


Sc. 121

Pnl. B

Bg.

day night



Sc. 121

Pnl. C

Bg.

day night



Dialog:
Action:
Timing:

EPISODE # 1025-178
Production :

ADVENTURE TIME



Sc. 121 Pnl. D Bg. day night

BG
SA

Sc. 121 Pnl. E Bg. day night

BG
SA

Dialog:
Action: <div>SHAKING NERVOUSLY. = FRANTIC =</div>
Timing:

ADVENTURE TIME

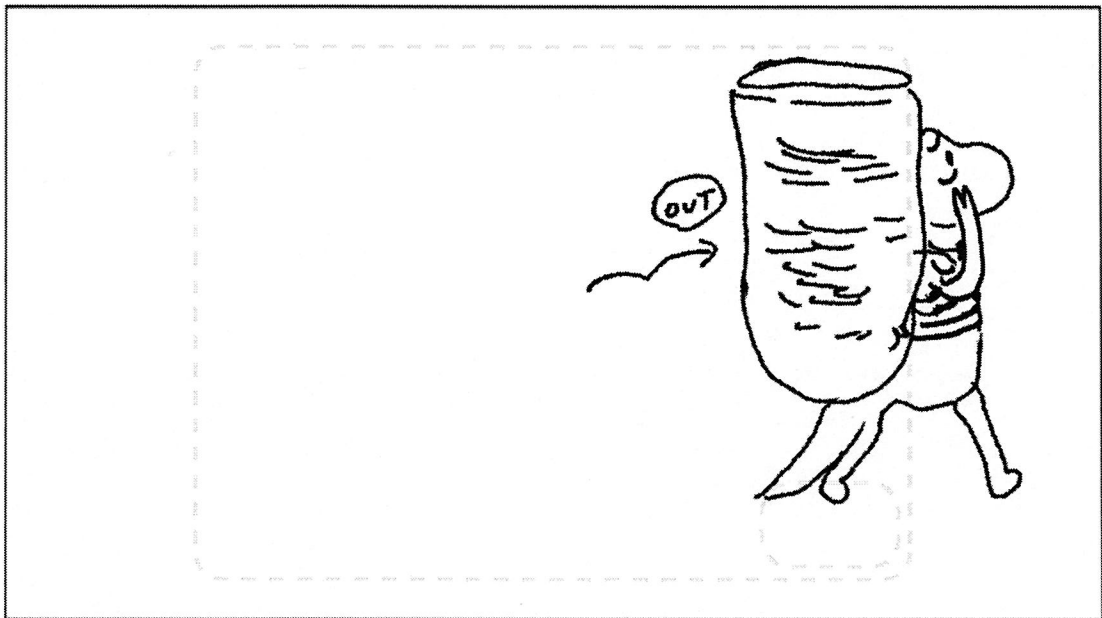


Sc. 121

Pnl. F

Bg.

day night

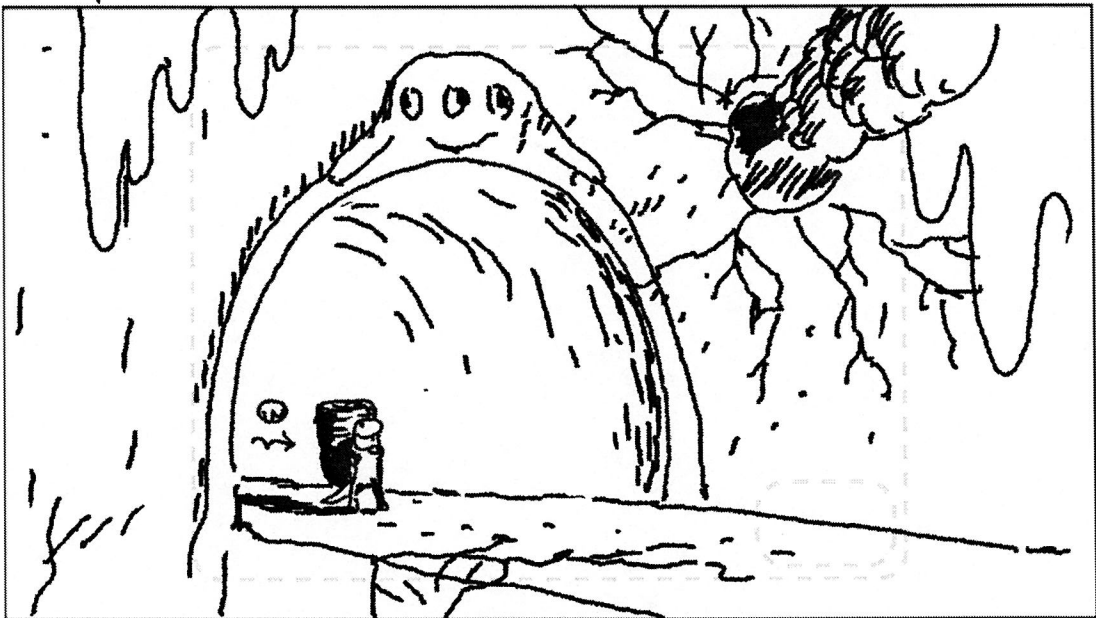


Sc. 122

Pnl. A

Bg.

day night



Dialog:	Q/ MASTER EVERGREEN I'M SORAY BUT I GOT WORRIED.
Action:	WALKS OFF.
Timing:	

EPISODE #

Production :

1025-178

ADVENTURE TIME



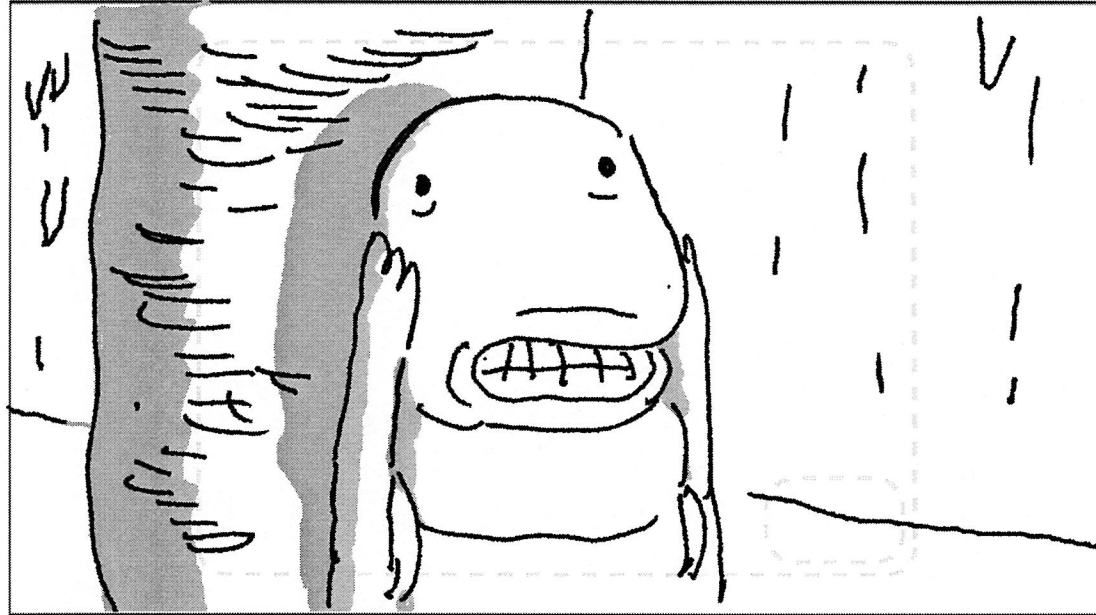
Page 170

Sc. 123

Pnl. A

Bg.

day night

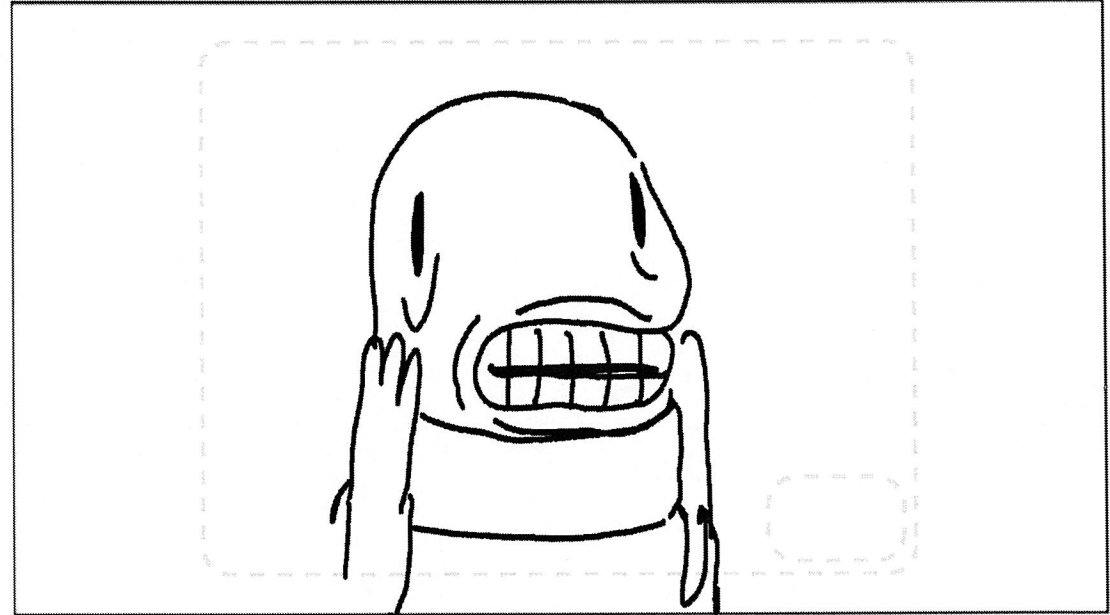


Sc. 123

Pnl. B

Bg.

day night



Dialog:

Q YEEE!

Action:

Timing:

EPISODE #

1025-178

Production :

ADVENTURE TIME

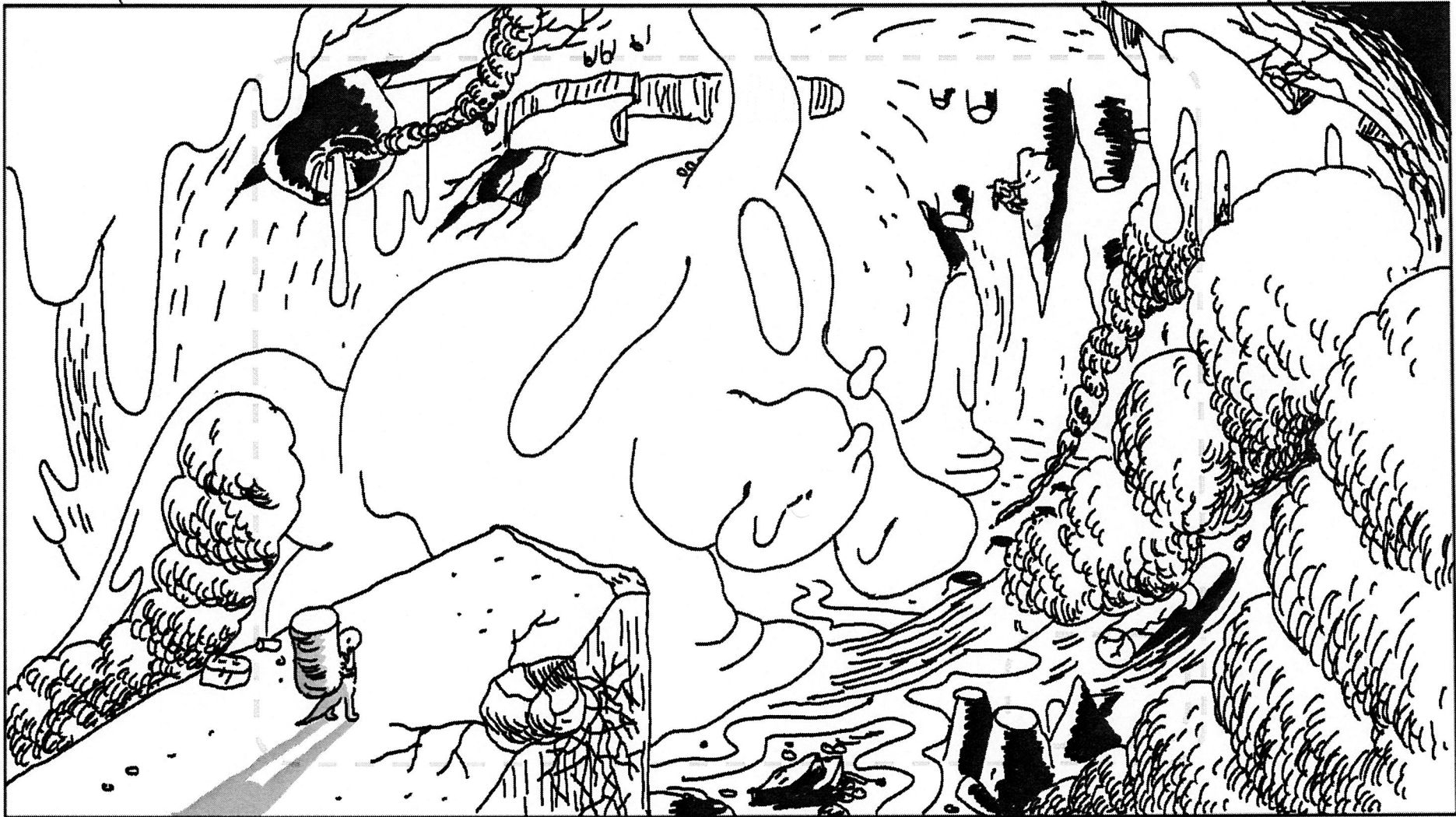


Sc. 124

Pnl. A

Bg.

day night



(SFX) / A CACOPHONY / **ROAR** = RUMBLE CRASH SIZZLE

ADVENTURE TIME



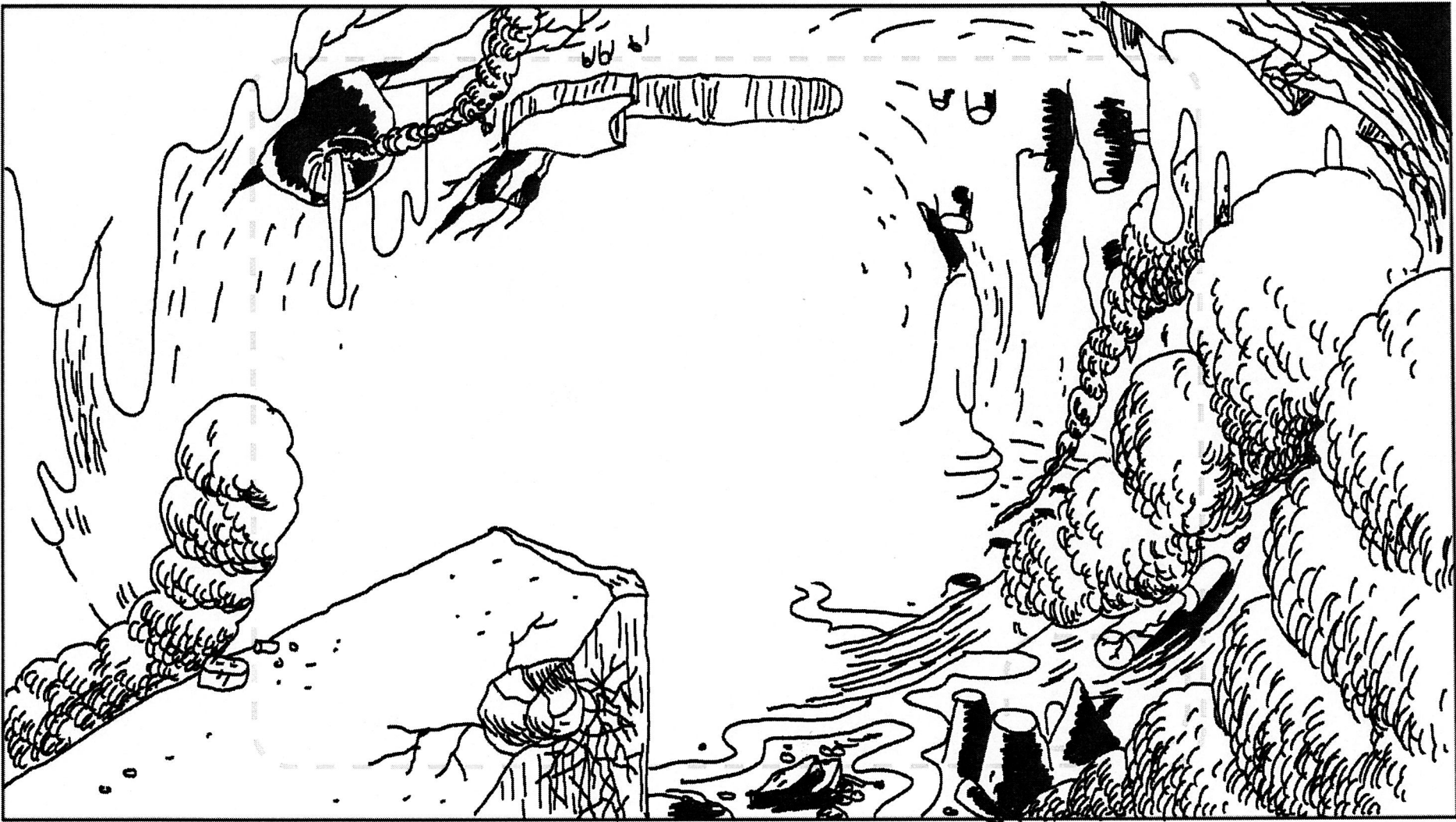
Page 172

Sc. 129

Pnl.

Bg.

day night



BG
REF.

BUILT OVER SC.

Production :
EPISODE # 1025-178

ADVENTURE TIME



Page 173

Sc. 124

Pnl.

Bg.

day night



MOVING ELEMENTS , (SMOKE AND FLOWING LAVA)

EPISODE #

1025-178

Production :

ADVENTURE TIME



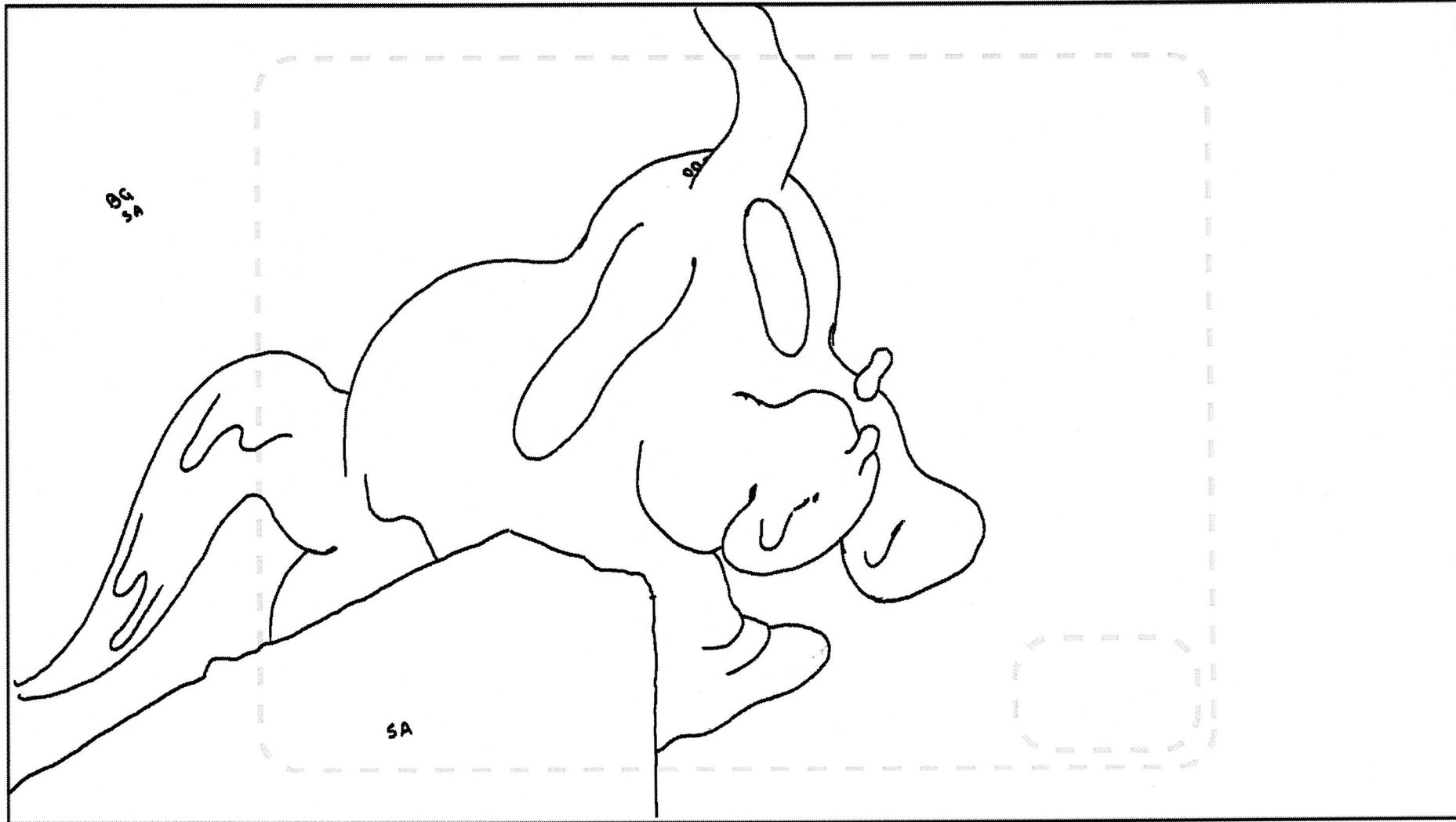
Page 174

Sc. 124

Pnl. B

Bg.

day night



SAME POSE AS PANEL A.

Production : EPISODE # 1025-178

ADVENTURE TIME



Sc. 124

Pnl. c

Bg.

day night

SA

BG
SA

Production :

EPISODE # 1025-178

ADVENTURE TIME

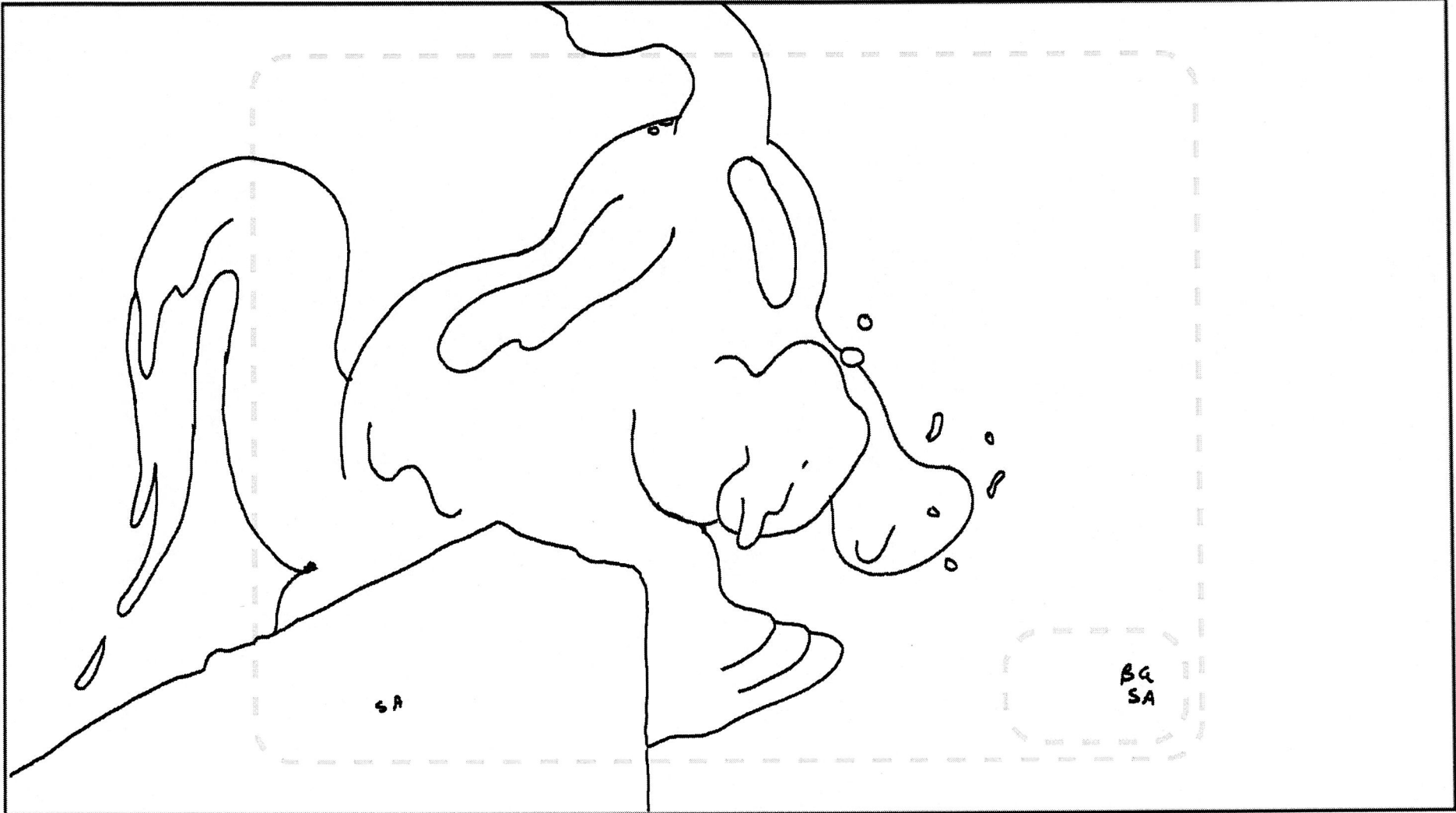


Sc. 124

Pnl. D

Bg.

day night



Production : 1025-178 EPISODE #

ADVENTURE TIME

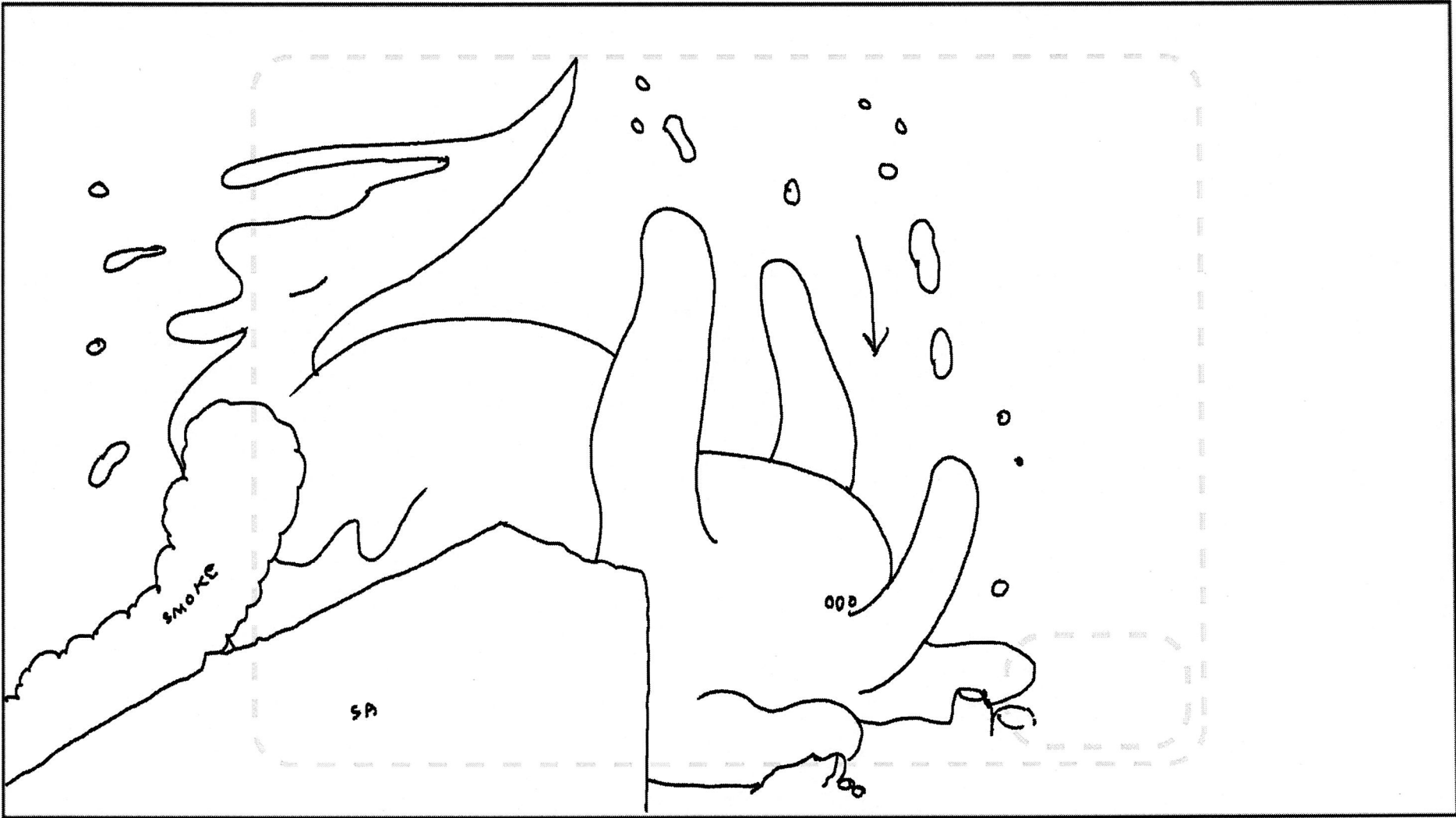


Sc. 124

Pnl. E

Bg.

day night



|||CAM SHAKE|||

Production :

EPISODE #

1025-178

ADVENTURE TIME

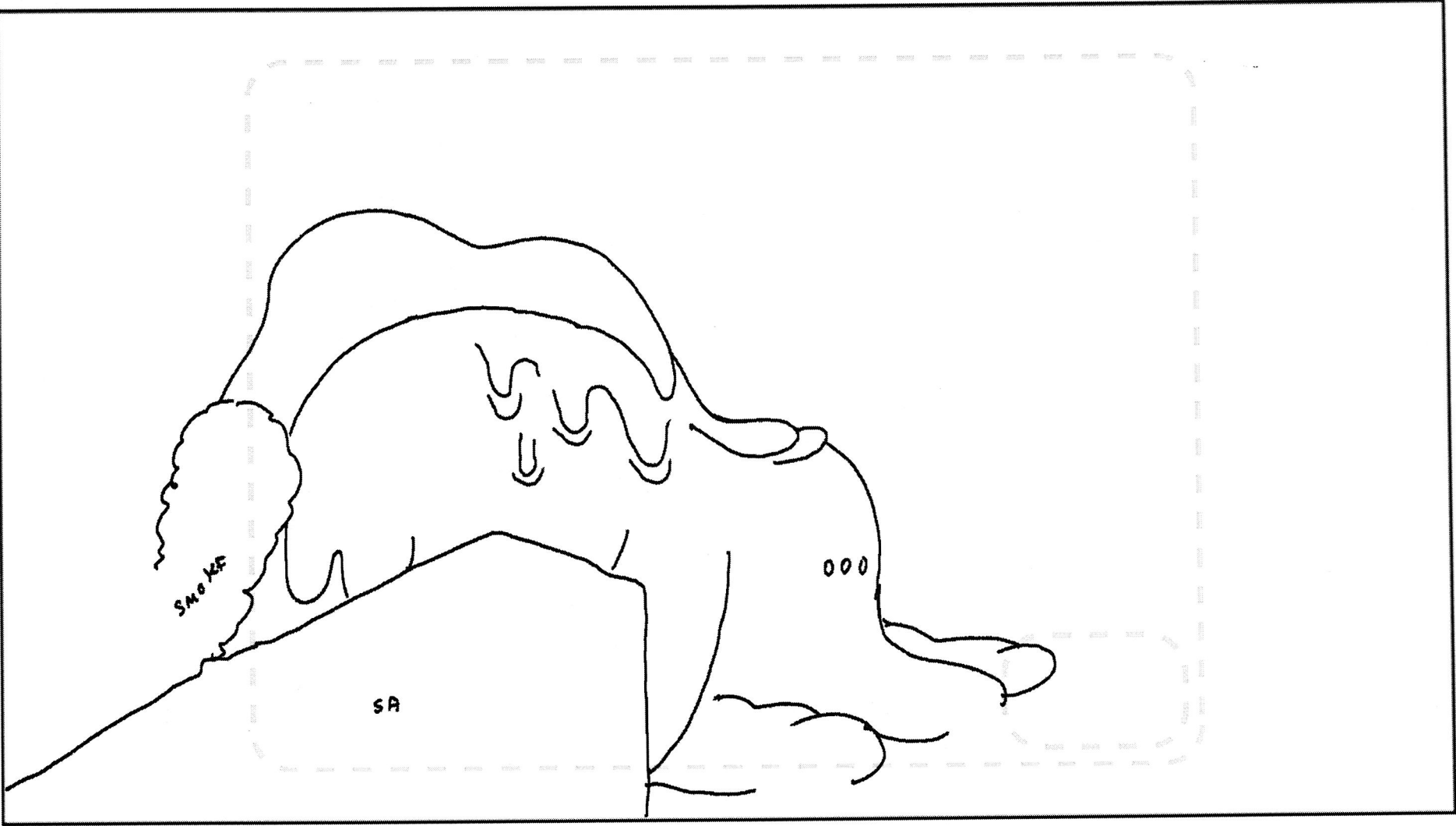


Sc. 124

Pnl. 5

Bg.

day night



Production :

EPISODE #

1025-178

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ADVENTURE TIME

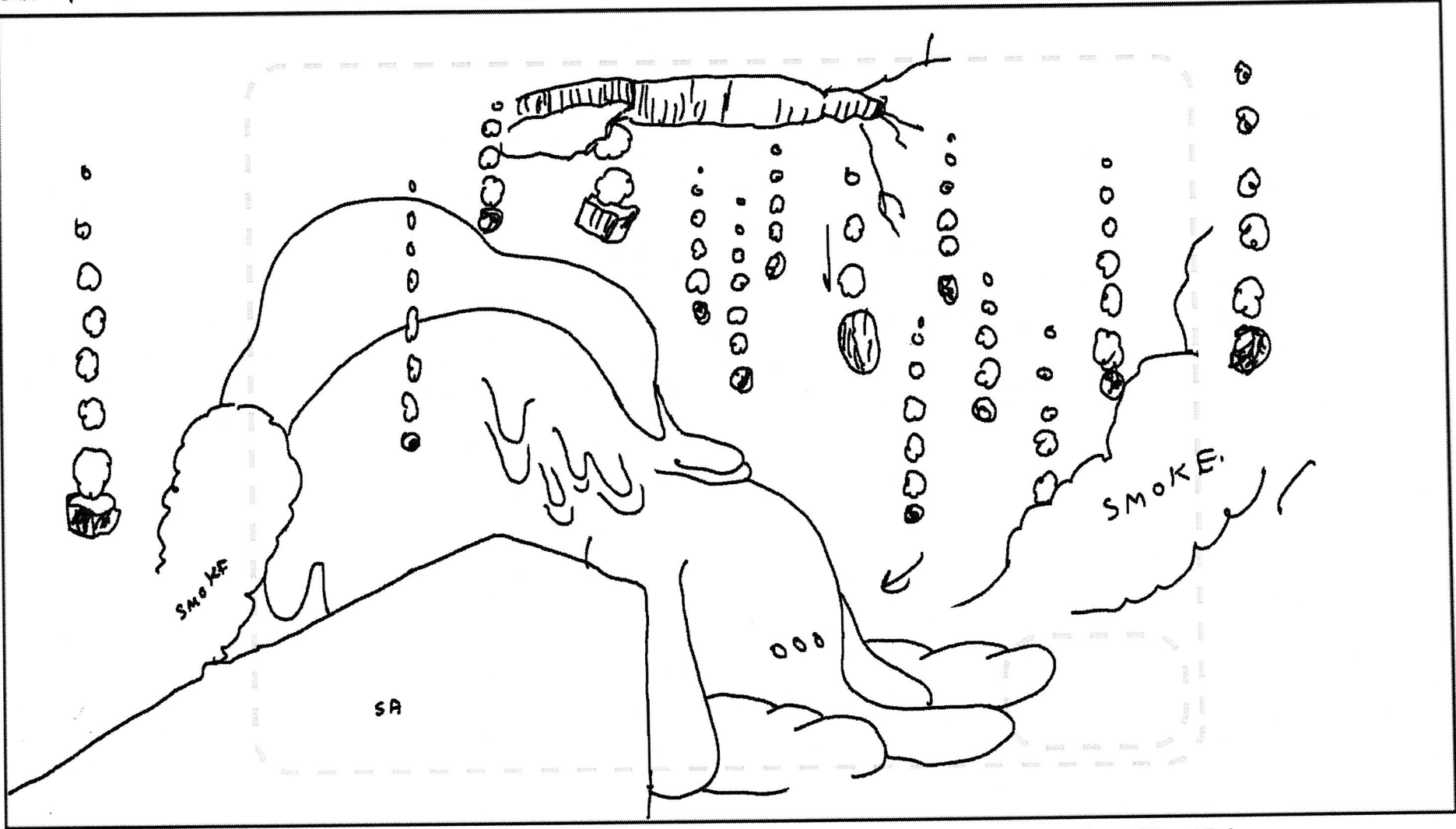


Sc. 124

Pnl. 4

Bg.

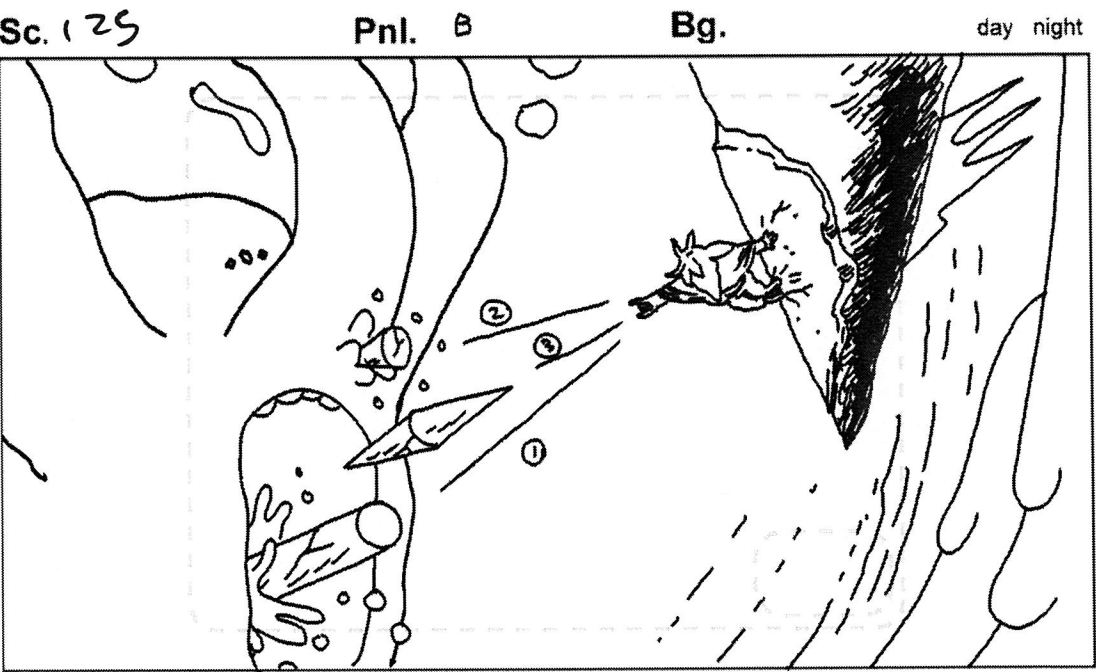
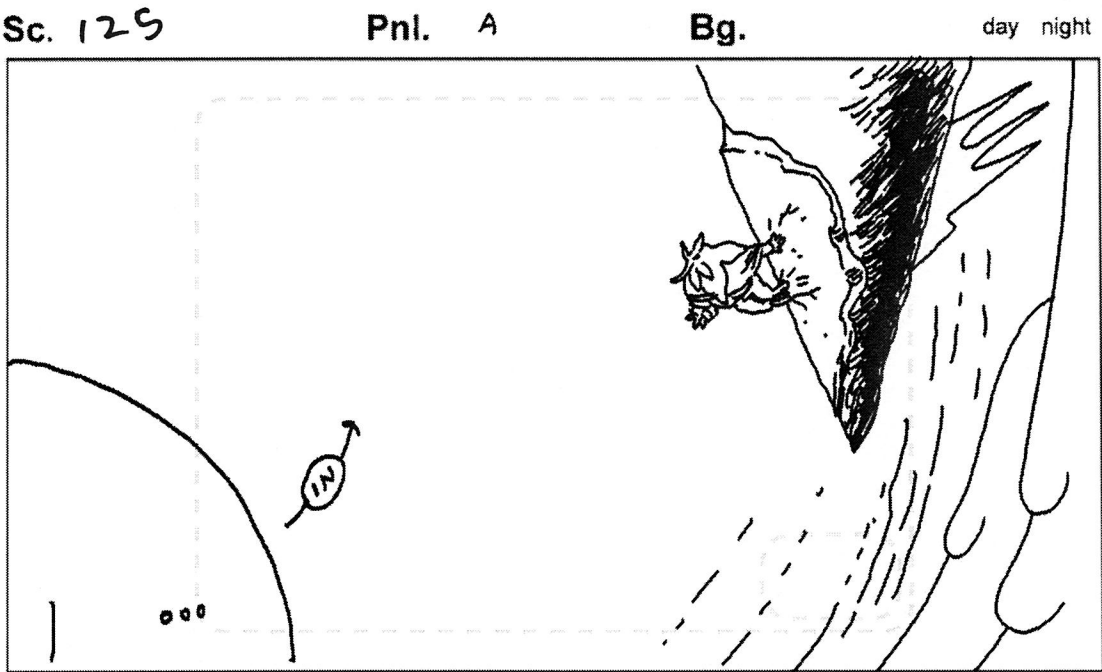
day night



RUBBLE RAINS DOWN. — MAYBE VETS THE RUBBLE, IF THE SHOT IS TOO FAST/BUSY

Production : 1025-178 EPISODE #

ADVENTURE TIME



Dialog:	
Action:	STUCK TO A STALACTITE.
Timing:	

ROARING

PROJECTILE REF.

1025-178

EPISODE #

Production :

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ADVENTURE TIME

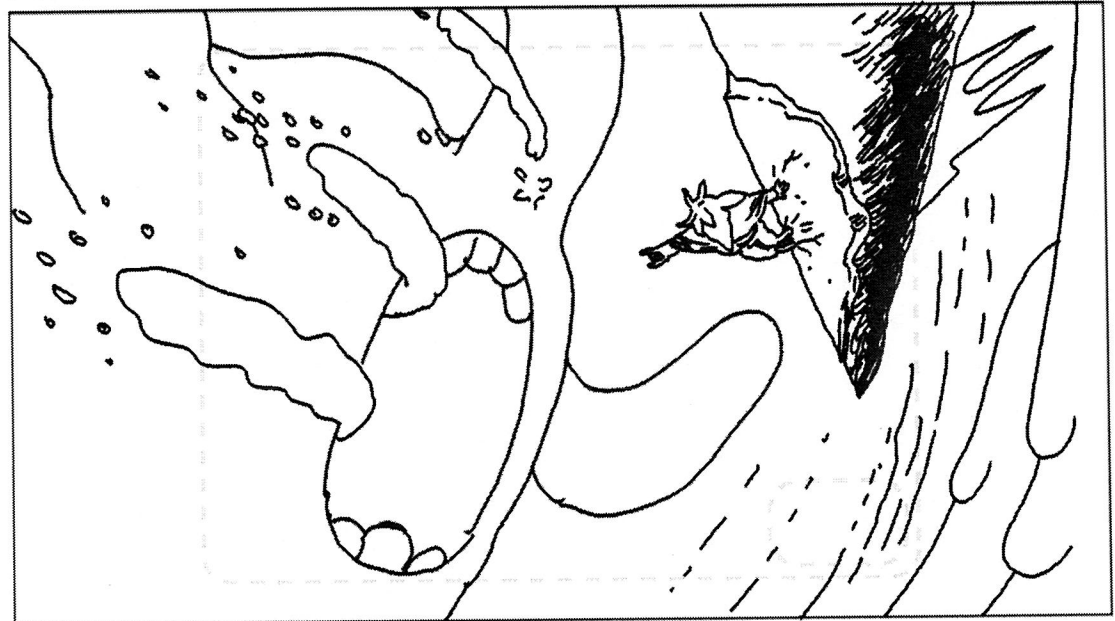


Sc. 125

Pnl. C

Bg.

day night

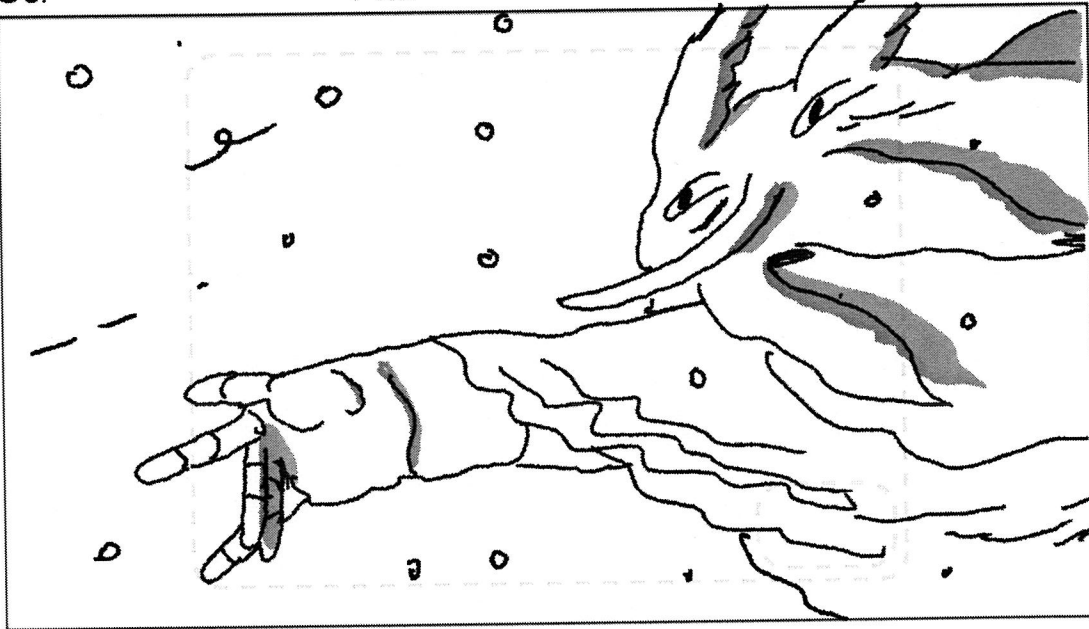


Sc. 126

Pnl. A

Bg.

day night



Dialog:

Action:



Timing:

EPISODE #

Production :

1025-178

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ADVENTURE TIME

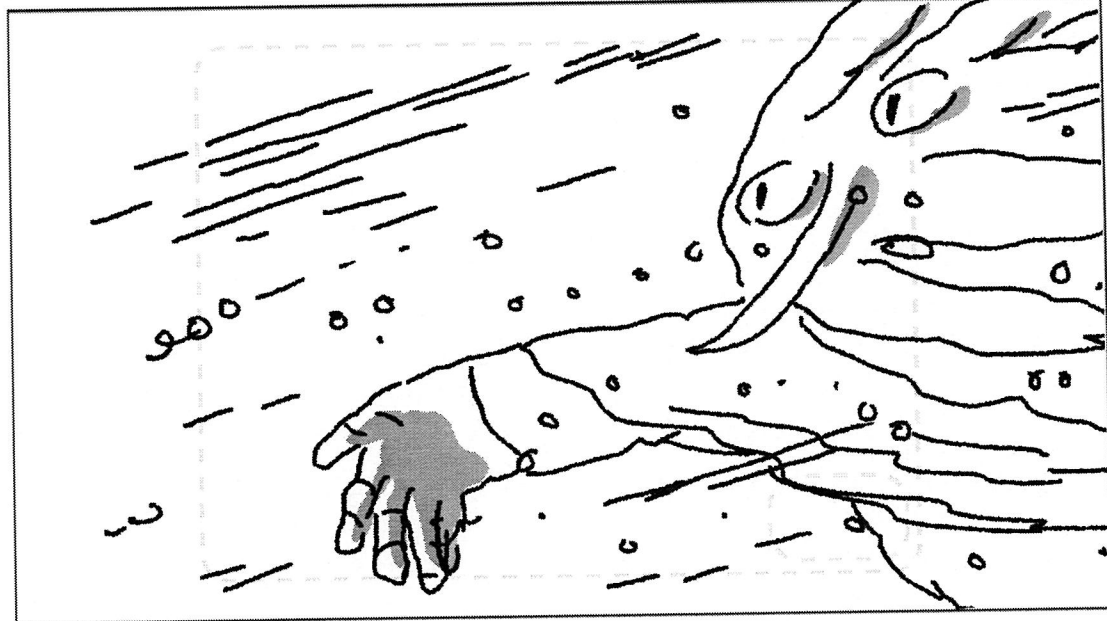


Sc. 126

Pnl. B

Bg.

day night

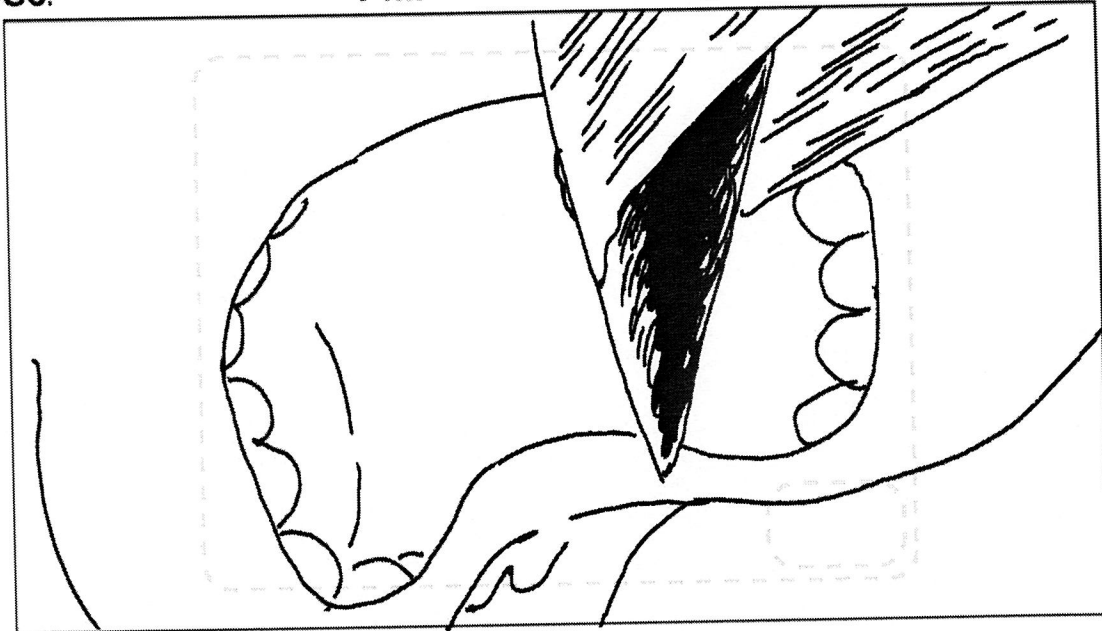


Sc. 127

Pnl. A

Bg.

day night



Dialog:	
Action:	OVERWHELMED BY HOT WIND & EMBERS
Timing:	STEAM SHOOTING OFF THE SPIKE.

EPISODE # 1025-178
Production :

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ADVENTURE TIME

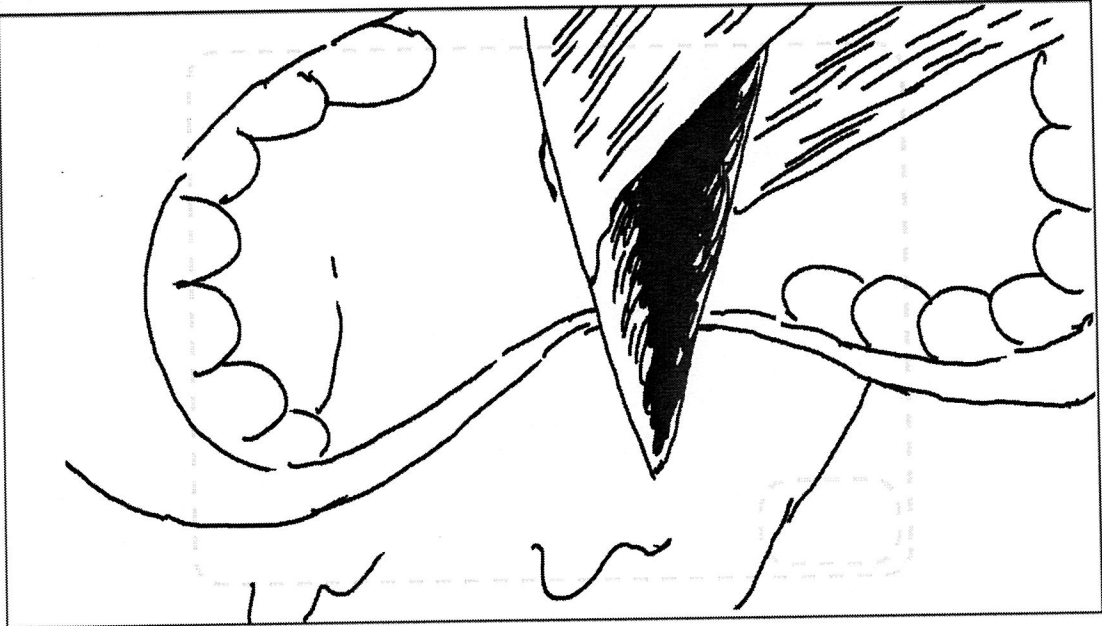


Sc. 127

Pnl. B

Bg.

day night

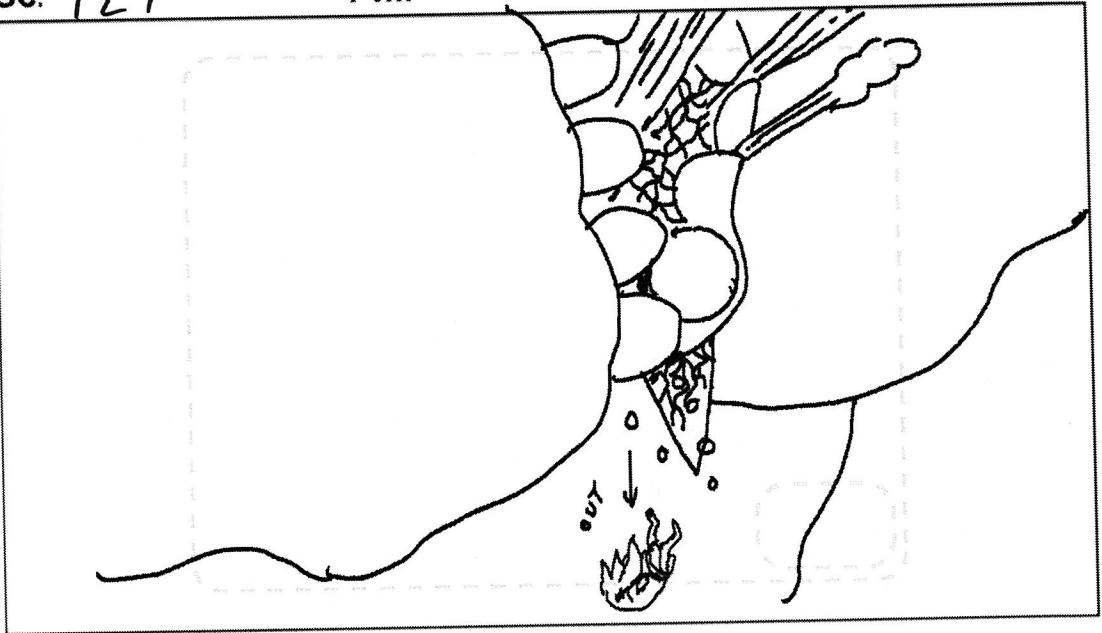


Sc. 127

Pnl. C

Bg.

day night



Dialog:

(SFX) CRUNCH

Action:

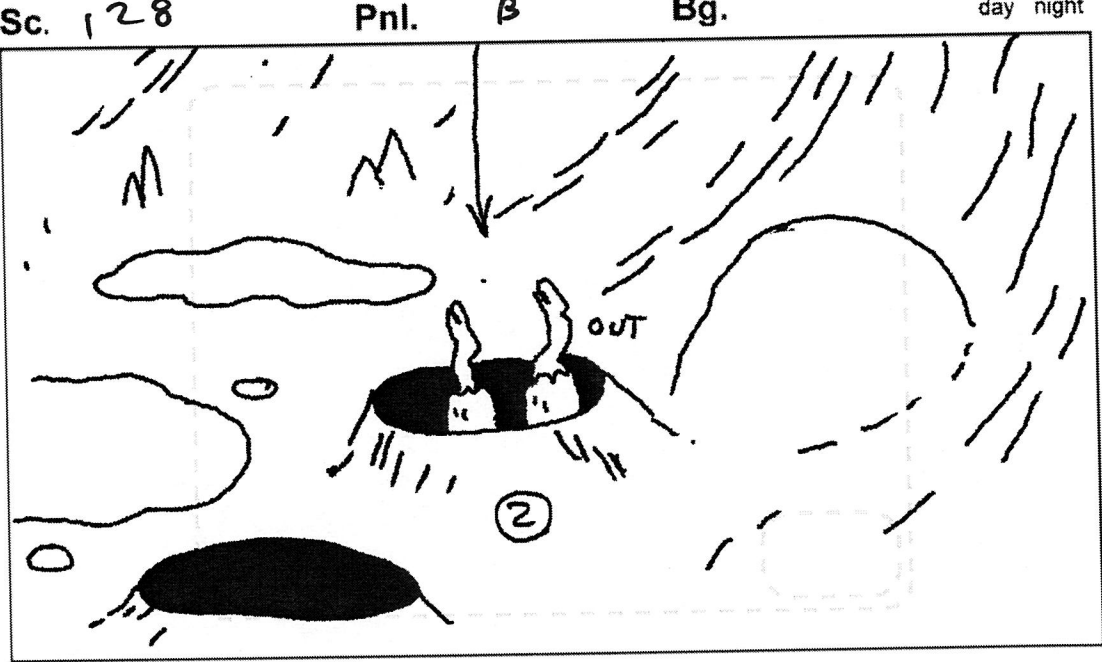
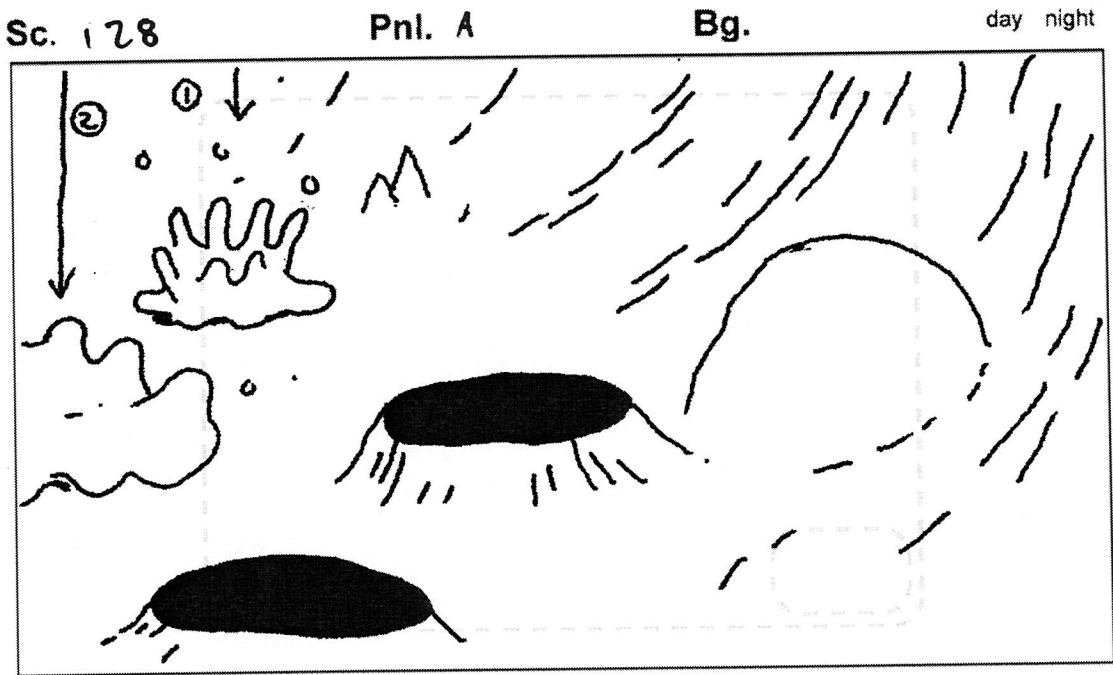
U.G. DROPS AWAY

Timing:

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Production :

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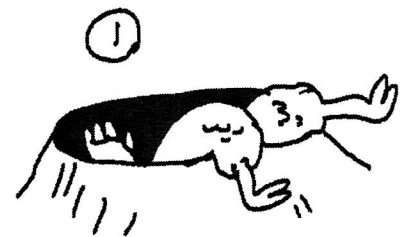
ADVENTURE TIME



Dialog:

Action:

Timing:



EPISODE #

1025-178

Production :

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ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
					179				

Dialog:
Action:
Timing:

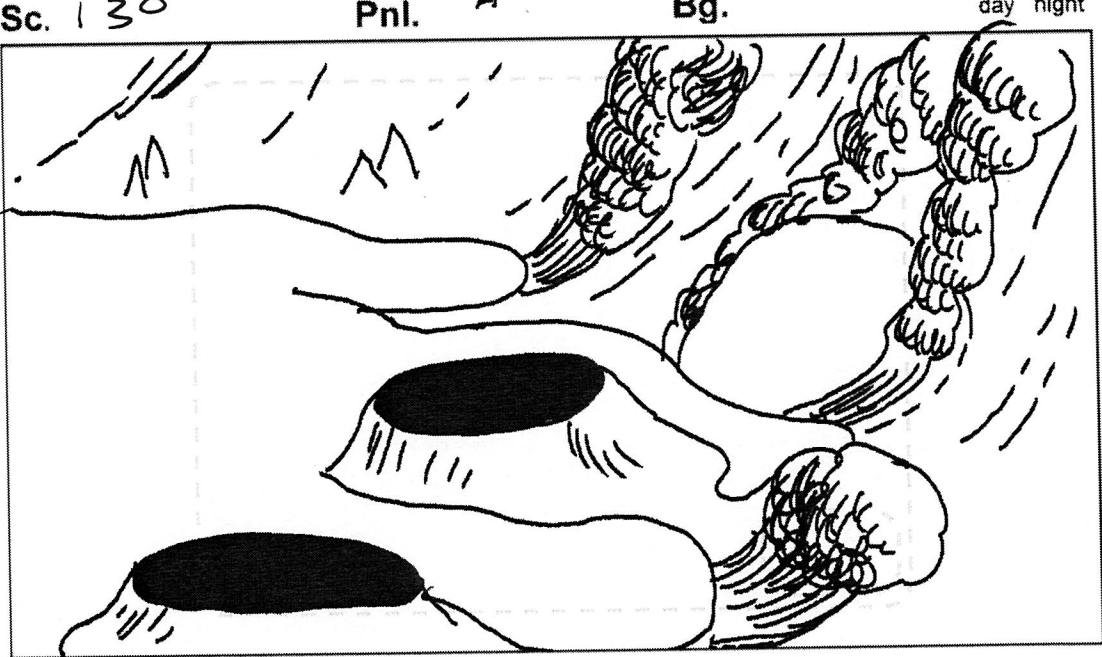
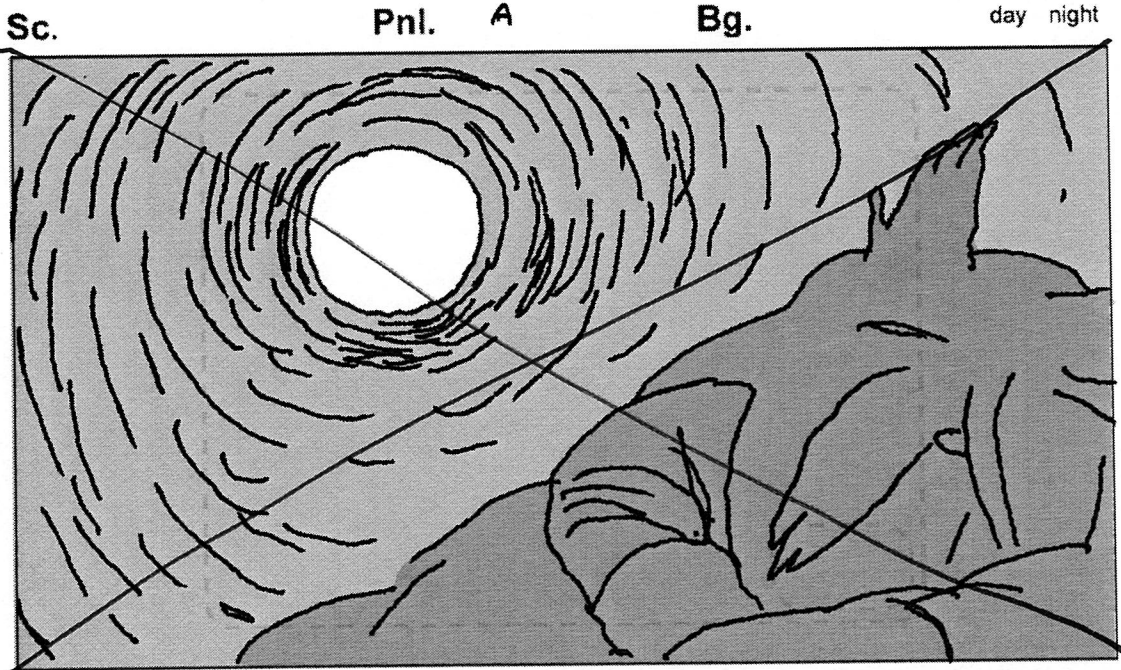
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ADVENTURE TIME



186

Page ~~186~~



Dialog:

Action:

OUT COLD.
~~== SEE MARGE VIT~~

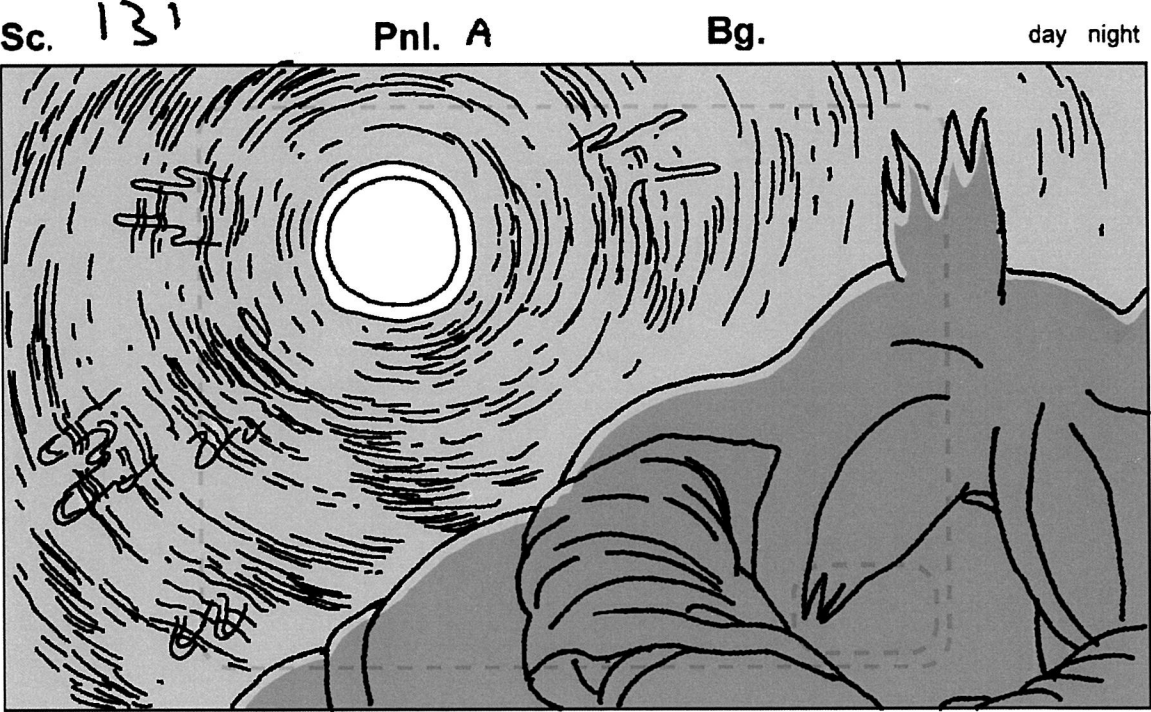
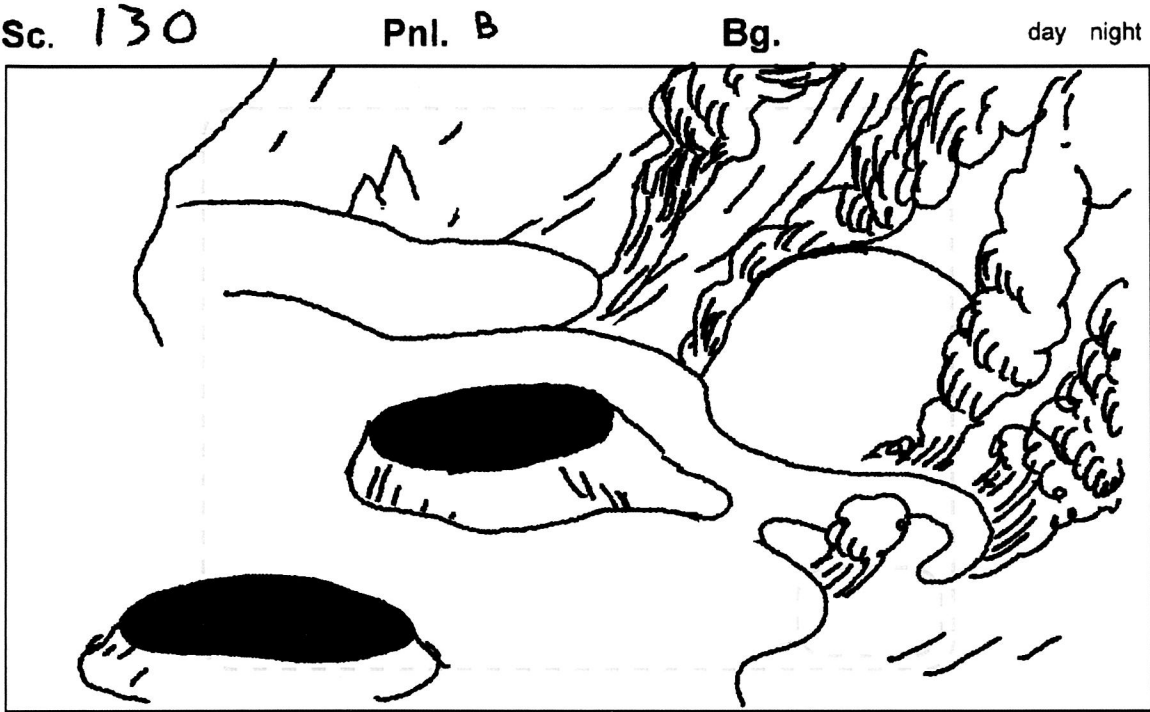
Timing:

EPISODE #

1025-178

Production :

ADVENTURE TIME



Dialog:	
Action:	LAVA MENISCUS CLOSING OVER HOLE .
Timing:	

ADVENTURE TIME



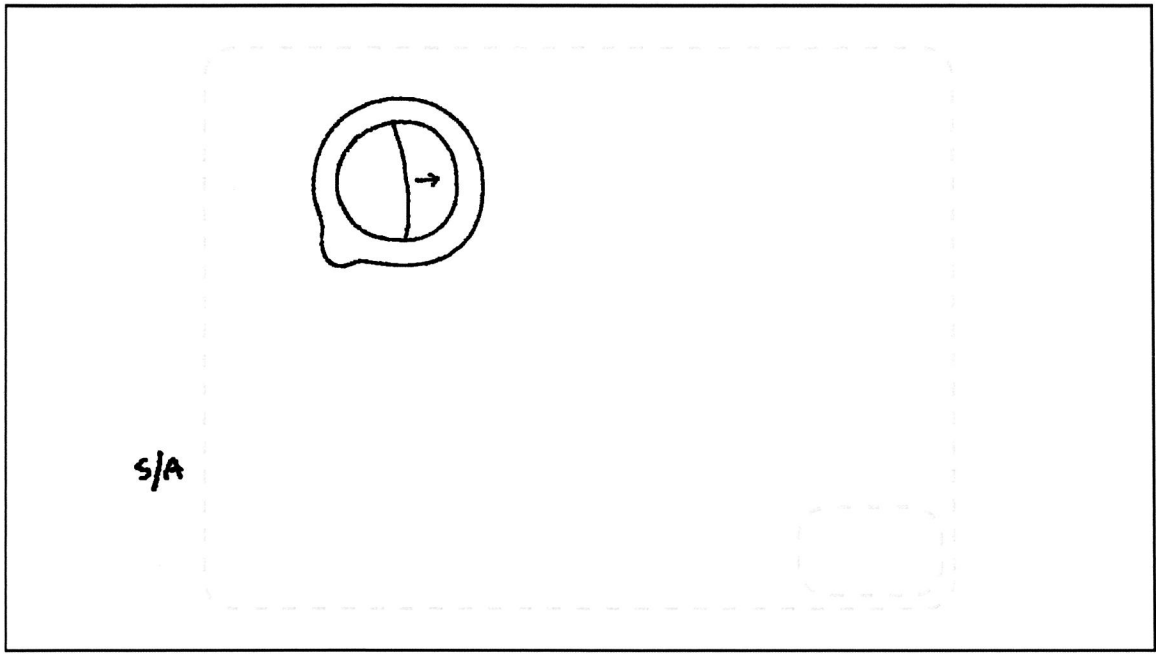
Page 188

Sc. 131

Pnl. a

Bg.

day night



Sc. 131

Pnl. c

Bg.

day night



No 189

1025-178

EPISODE #

Production :

Dialog:	
Action: MAGWOOD COMES IN . - MAGWOOD STARTS TO COME TO. - ILLUMINATES HOLE	
Timing:	

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ADVENTURE TIME



(No 109)

190

Page ~~108~~

Sc. 132

Pnl. A

Bg.

day night

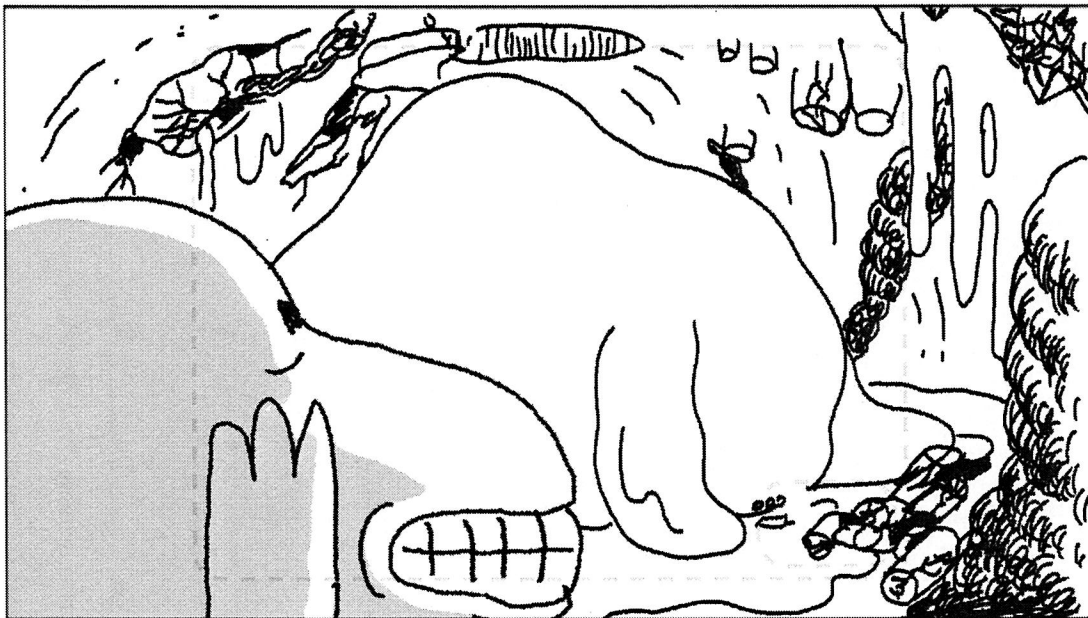


Sc. 132

Pnl. B

Bg.

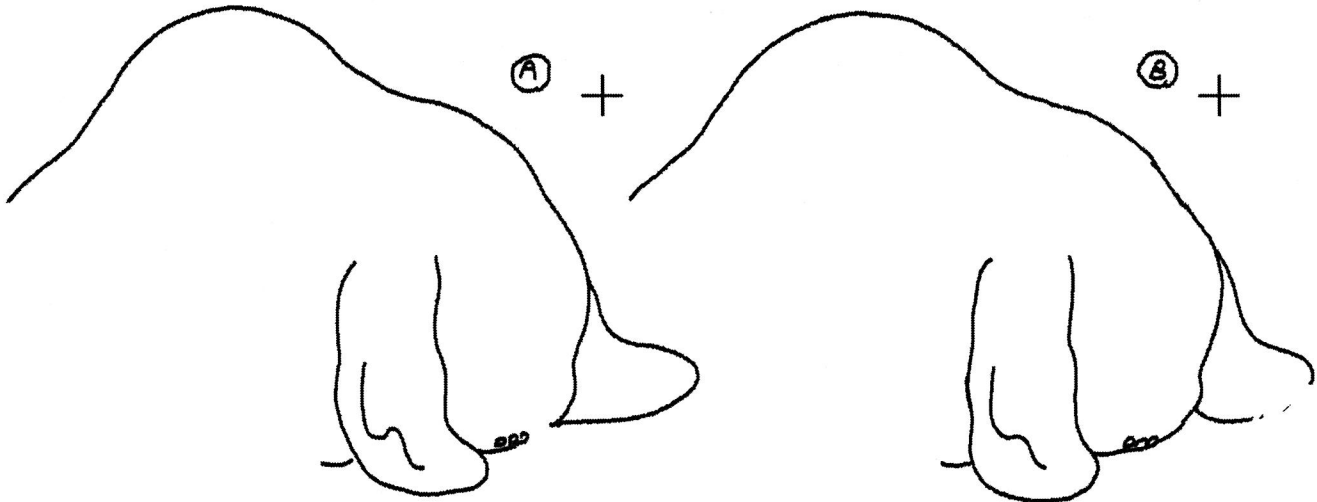
day night



Dialog:

Action:

Timing:



EPISODE #

1025-178

Production :

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ADVENTURE TIME



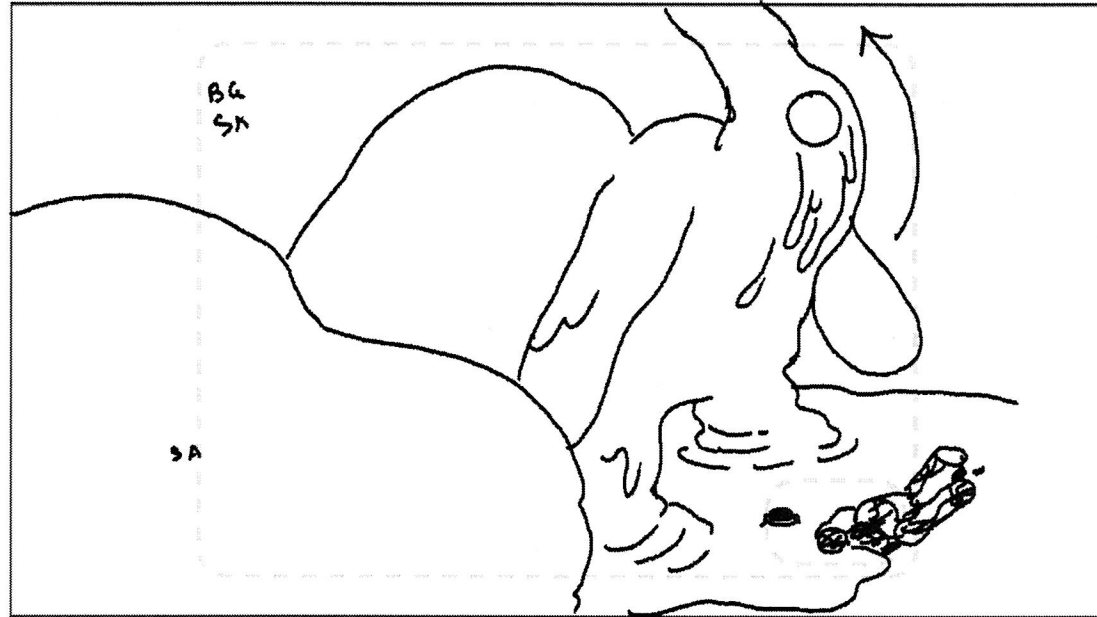
Page 191

Sc. 132

Pnl. c

Bg.

day night



Sc. 137

Pnl. D

Bg.

day night



Dialog:

MAQ WOOD

HOOLS!

Action:

Timing:

EPISODE #

1025-178

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ADVENTURE TIME



Page 192

Sc. 33

Pnl. A

Bg.

day night

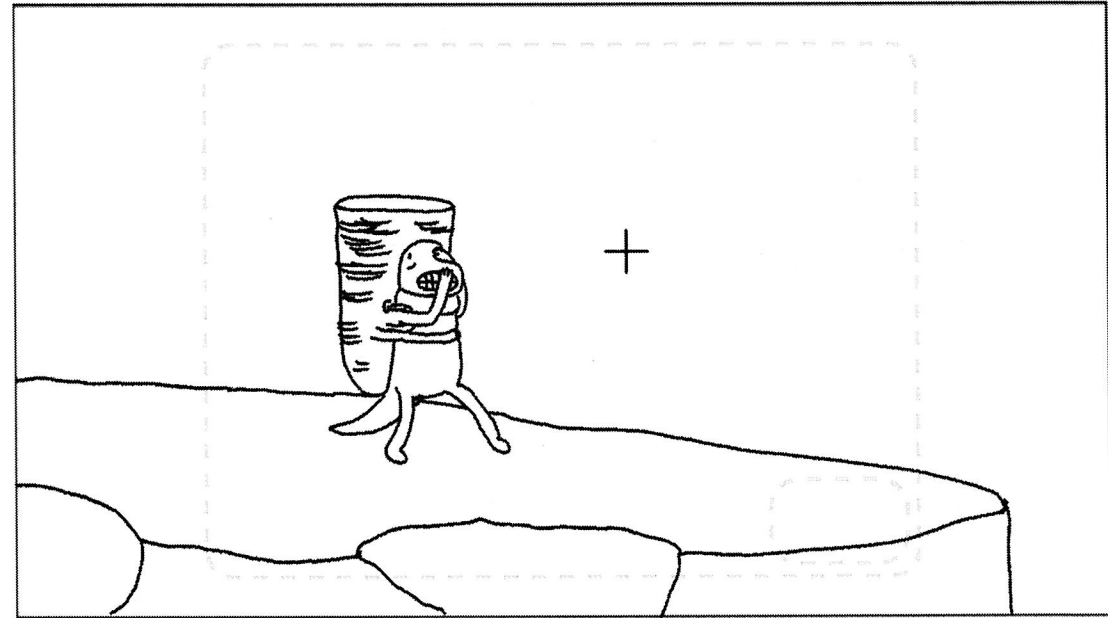


Sc. 33

Pnl. B

Bg.

day night



Dialog:

@ AHH, HOO BOY! UM MAYBE MAYBE MAYBE

Action:



+

Timing:

1U25-178

EPISODE #

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ADVENTURE TIME



Sc. ~~133~~ 133 Pnl. C Bg. day night

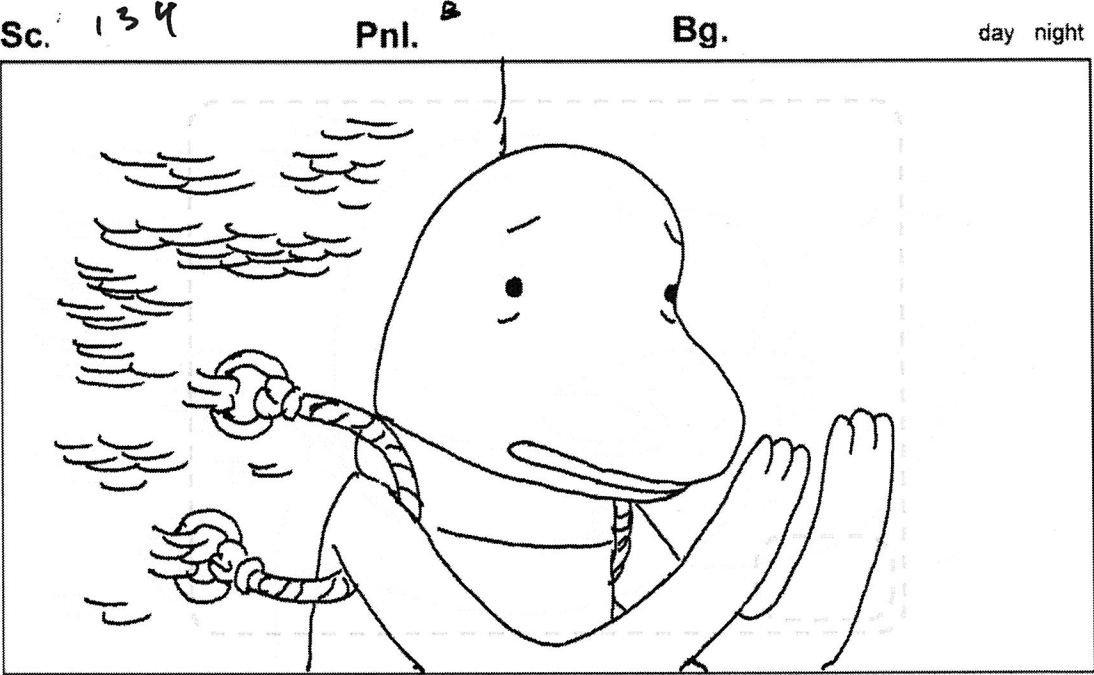
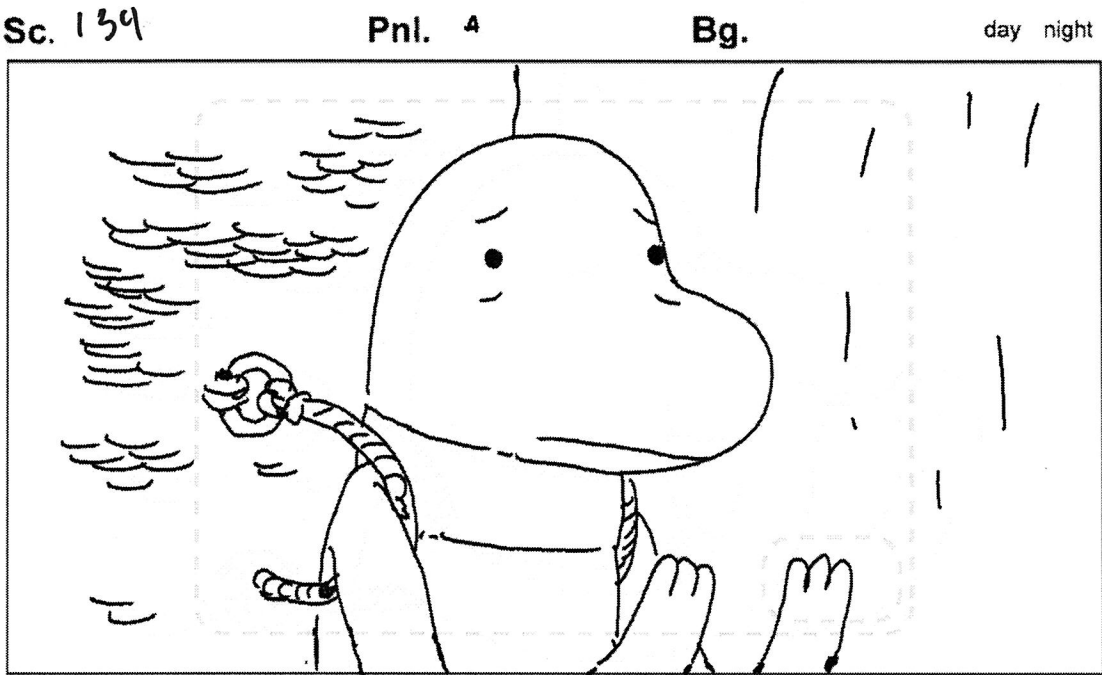
Sc. ~~133~~ 133 Pnl. D Bg. day night

Dialog:	MAYBE I <u>CAN DO</u> MAGIC.
Action:	
Timing:	

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ADVENTURE TIME

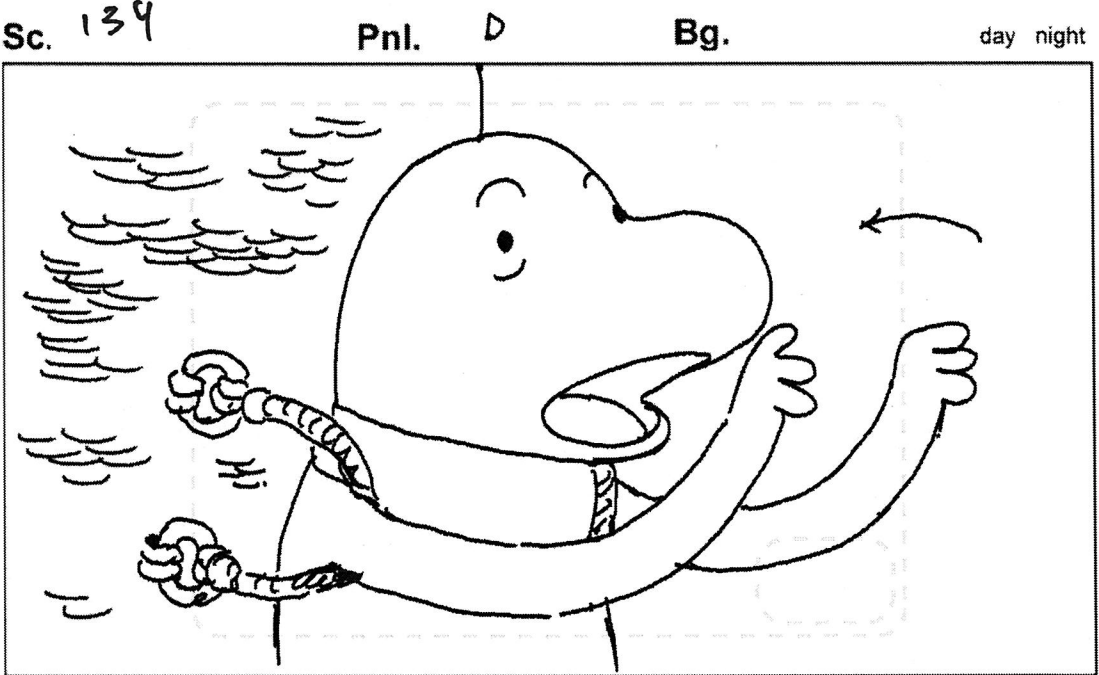
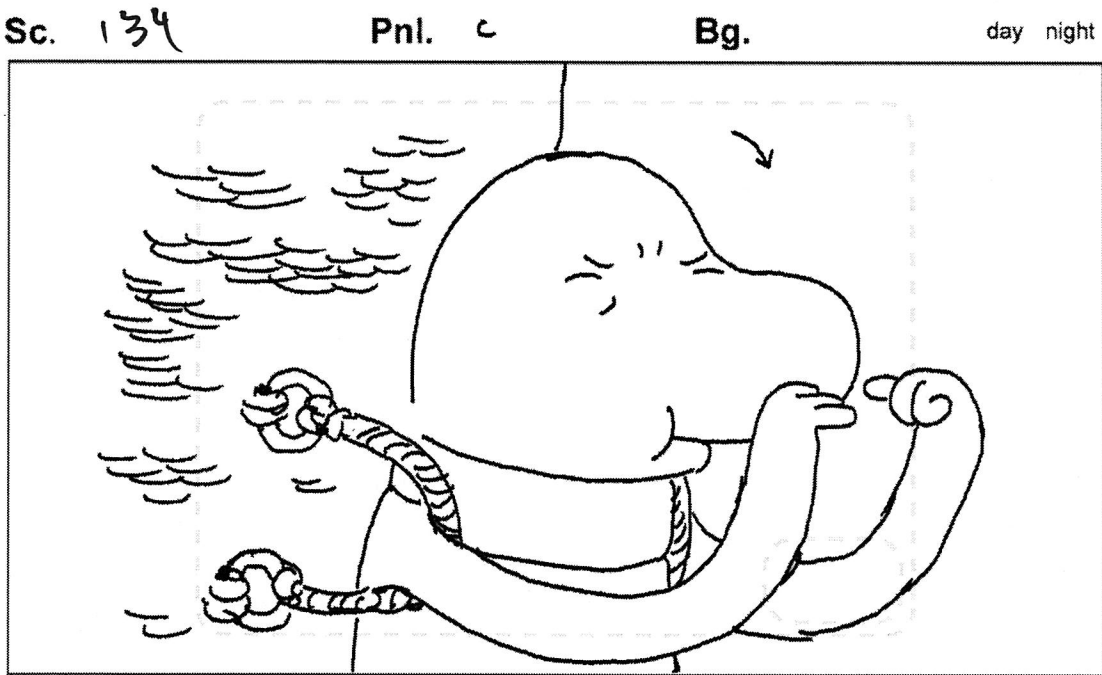


Dialog:	Q LIKE MASTER EVERGREEN...	
Action:	S.P.	
Timing:		

Production :
EPISODE # 1025-178

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ADVENTURE TIME



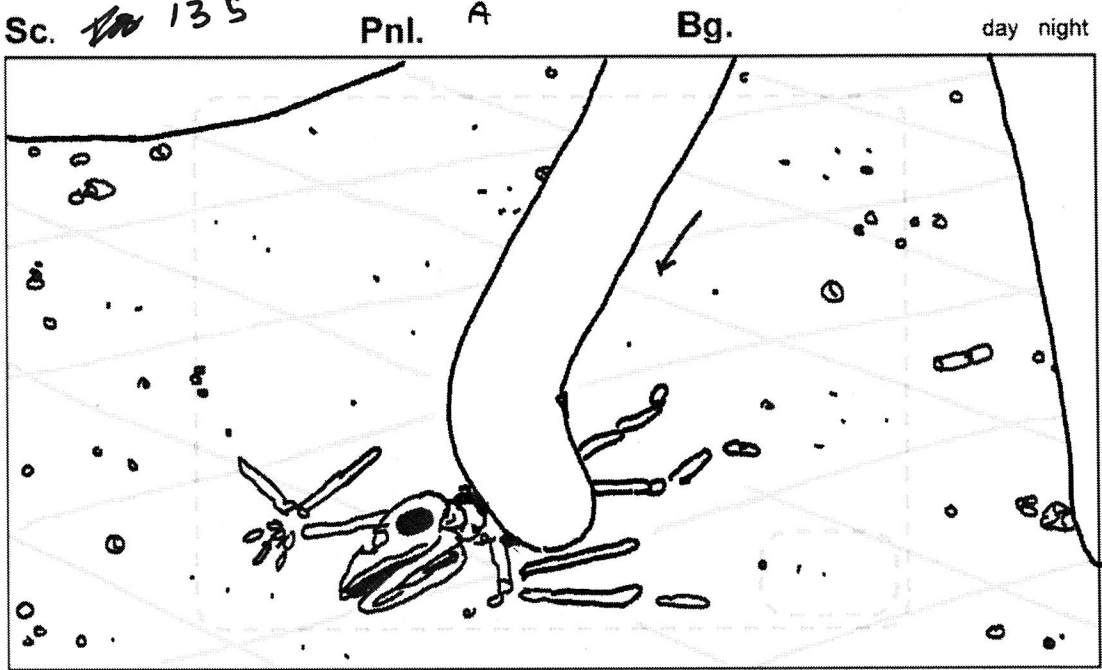
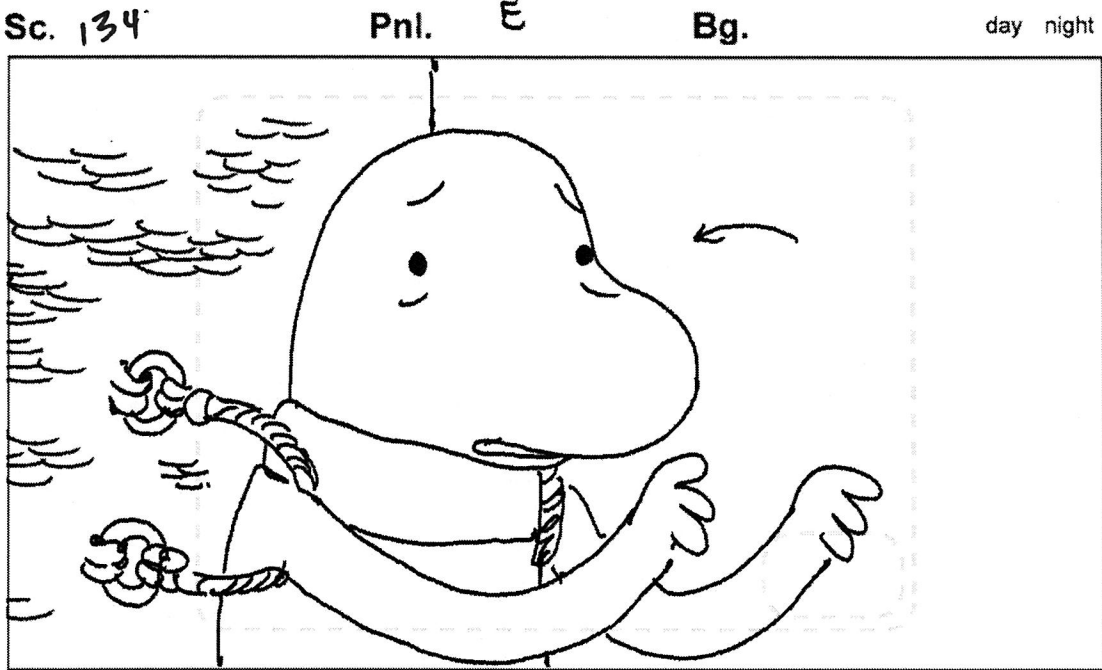
Dialog:	BUH -	ICE!
Action:		
Timing:		

EPISODE #
Production :

1025-178

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ADVENTURE TIME



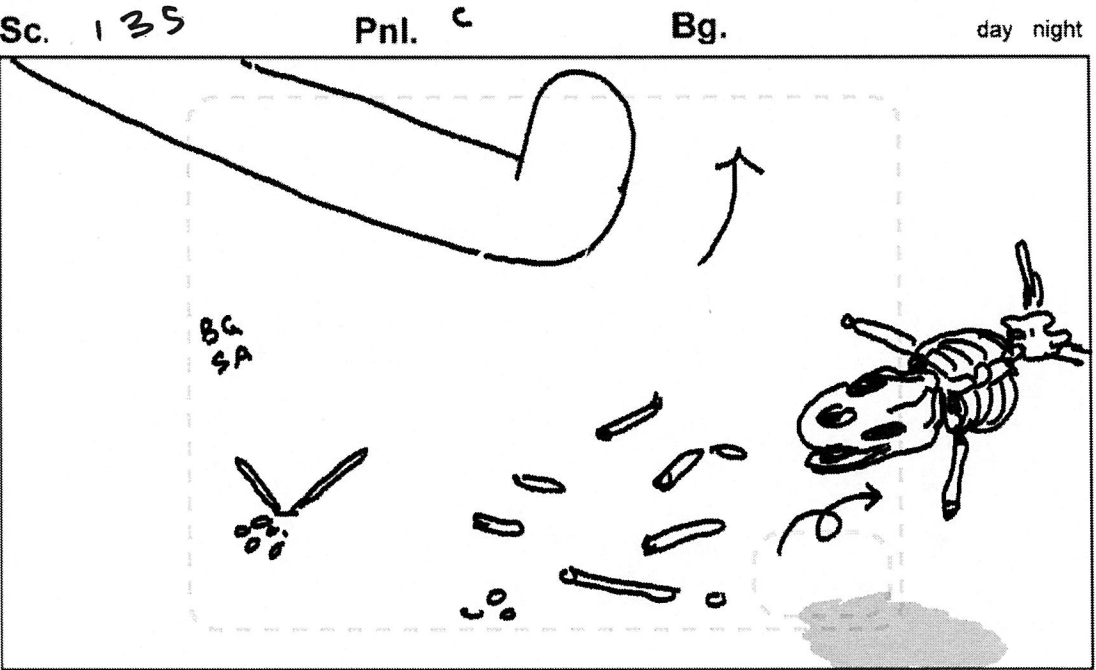
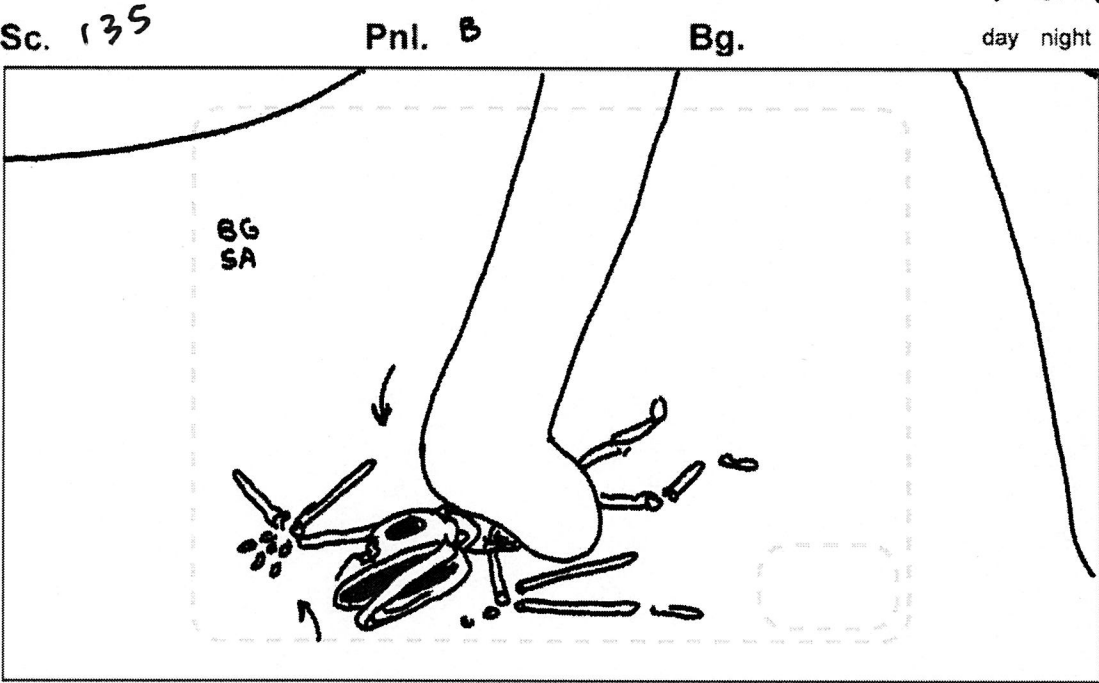
Dialog:
© NNEH.
Action:
Timing:

Production : EPISODE #

1025-178

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ADVENTURE TIME



Dialog:	<p>(SFX) CRUNCH</p> <p>(G) SORRY. (FRANK, LOW ENERGY)</p>
Action:	<p>STEPS BACK. ON SAME SKELETON.</p>
Timing:	

1025-178
EPISODE #
Production :

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ADVENTURE TIME



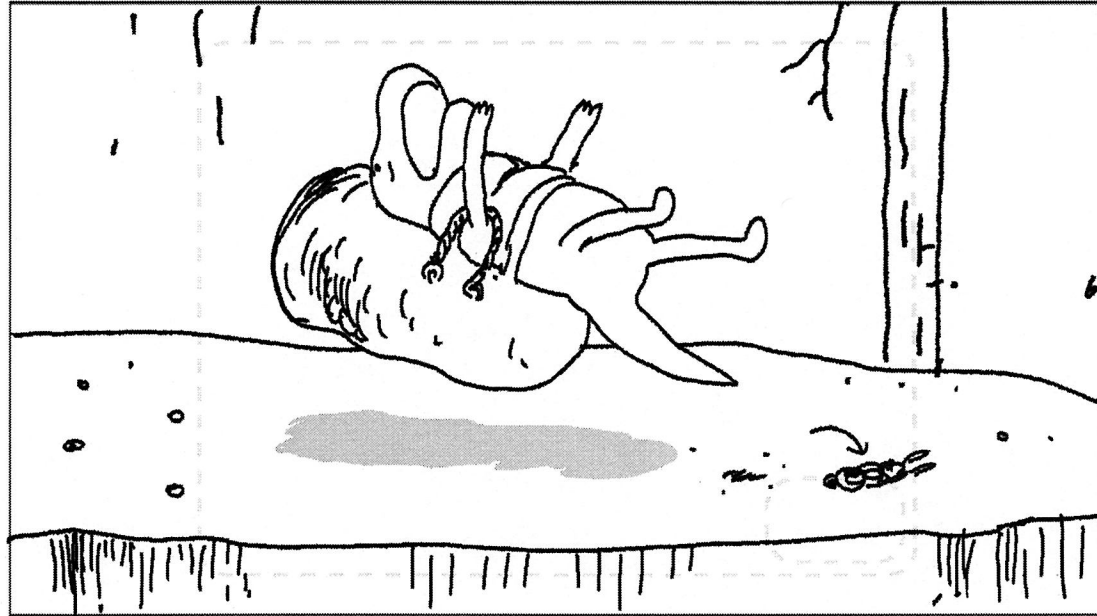
Page 198

Sc. 136

Pnl. A

Bg.

day night

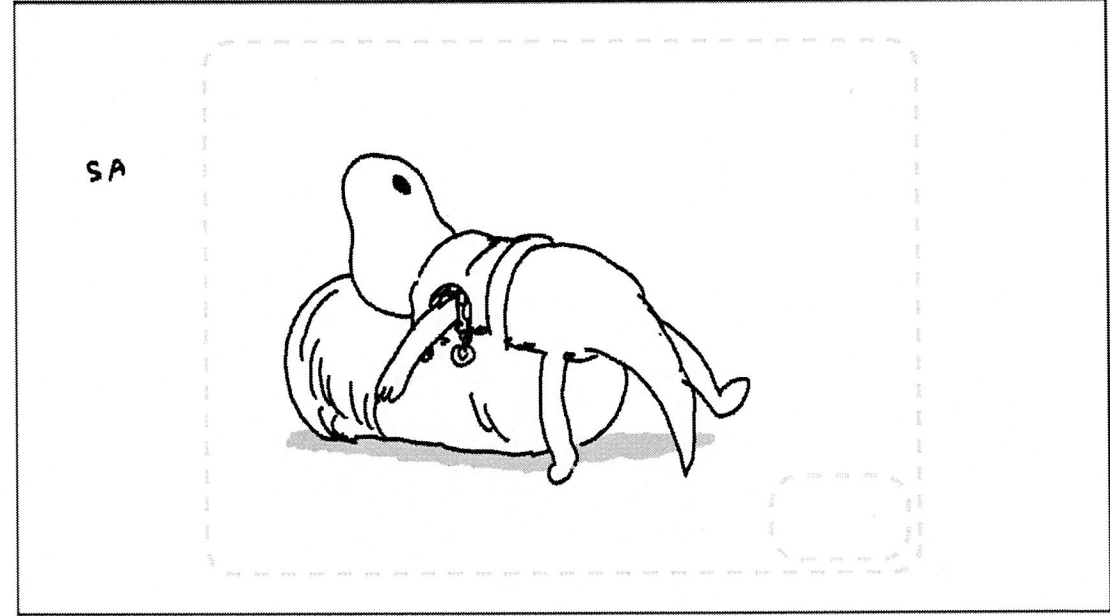


Sc. 136

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

Production :

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ADVENTURE TIME



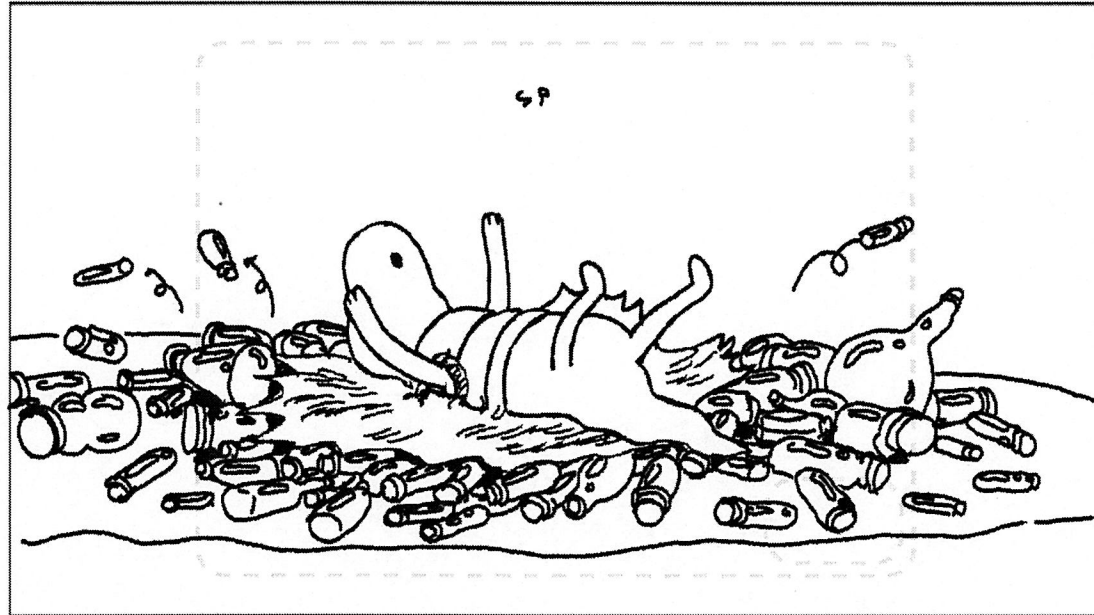
Page 199

Sc. 136

Pnl. c

Bg.

day night

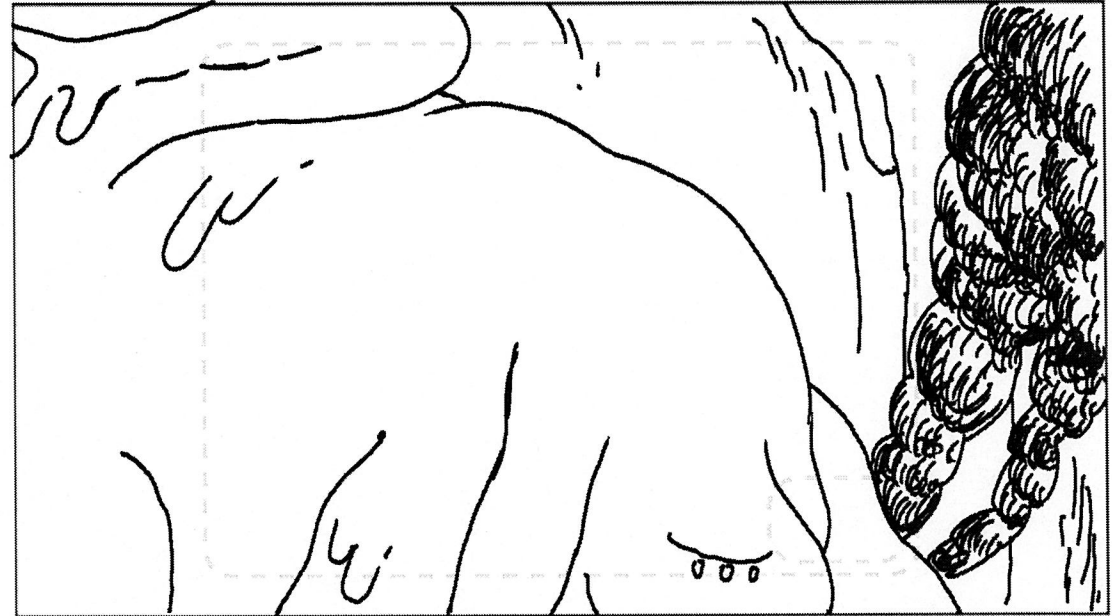


Sc. 137

Pnl. A

Bg.

day night



Dialog:

FX SMASH .

Action:

BOTTLES GO EVERYWHERE.

REAL SNAPPY,

Timing:

1025-178

EPISODE #

Production :

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ADVENTURE TIME



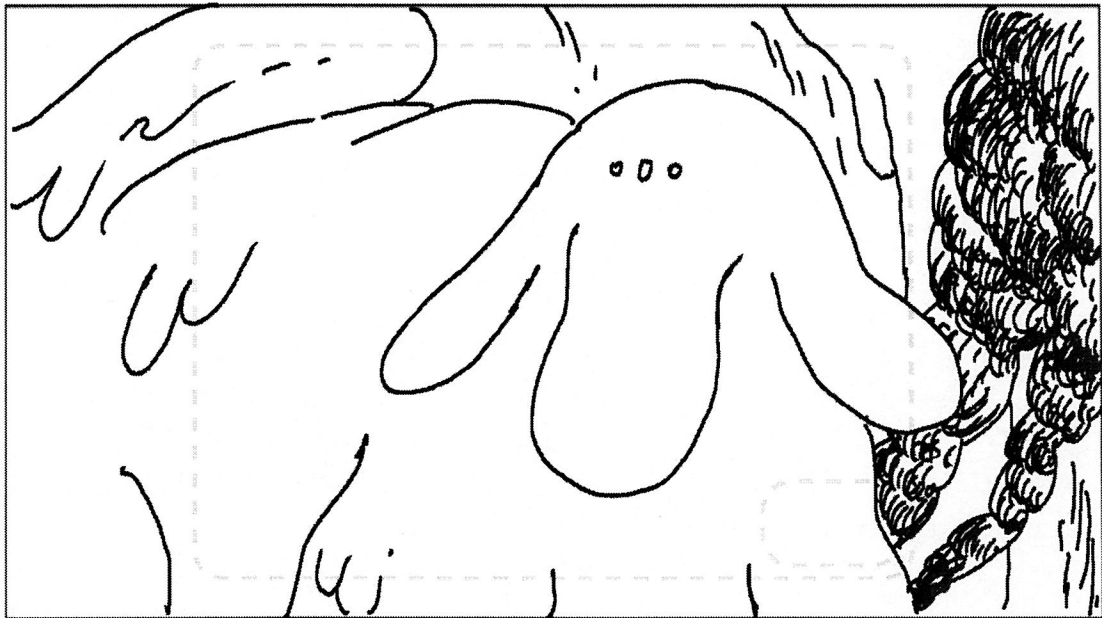
Page 200

Sc. 137

Pnl. B

Bg.

day night



Sc. 138

Pnl. A

Bg.

day night



Dialog:

~~SFX~~ O.S. DRUM BEAT

Action:

- ① LOOKS UP
THEN
- ② DRUM STARTS

S.P.

Timing:

EPISODE # 1025-178
Production :

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ADVENTURE TIME



Page 201

Sc. 138

Pnl. B

Bg.

day night



Sc 138

Pnl. C

Bg.

day night



Dialog:

(SFX) DRUM BEAT

Action:

Timing:

EPISODE #

1025-178

Production :

ADVENTURE TIME



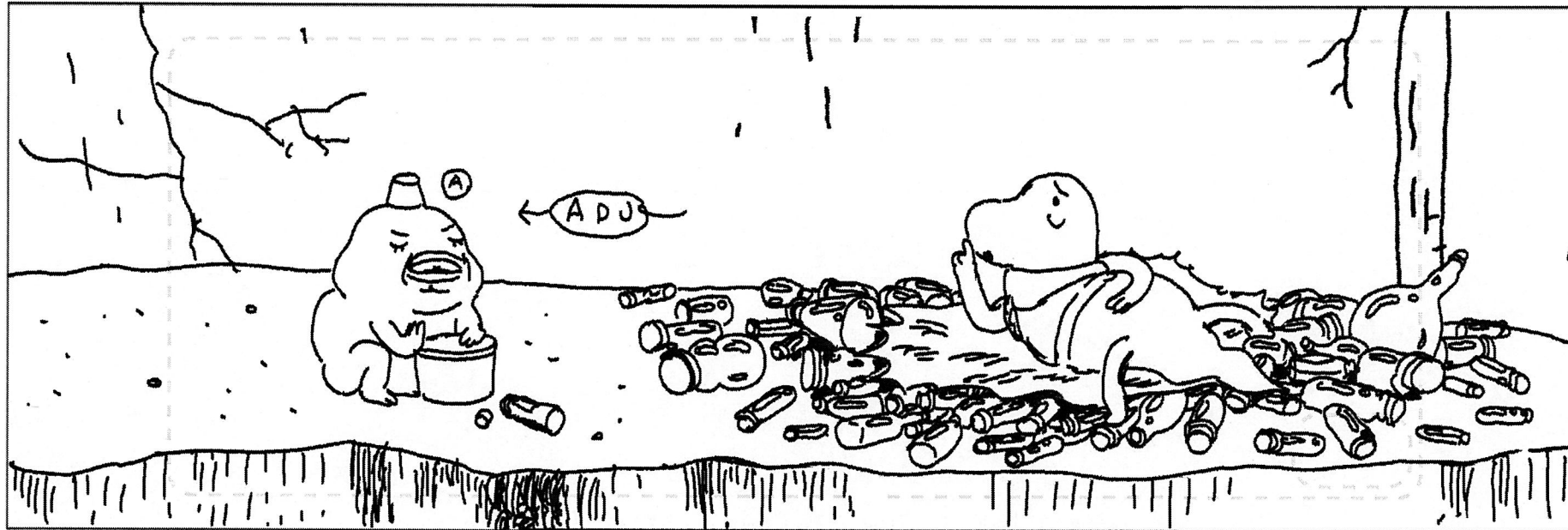
Page 202

Sc. 138

Pnl. 7

Bg.

day night



Dialog:

Ⓐ/ SHH! NO-NO-NO, SHH!

Action:

DRUMMING, STUBBORN, NOT MOVING HIS HEAD OR BODY

Timing:



1025-178

EPISODE #

Production :

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ADVENTURE TIME

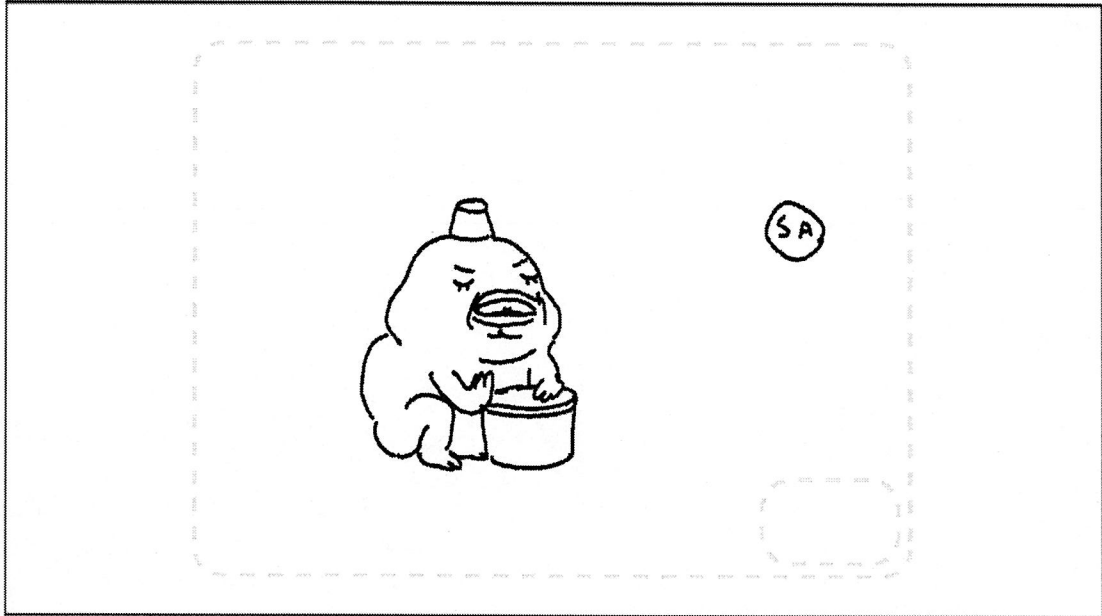


Sc. 138

Pnl. E

Bg.

day night

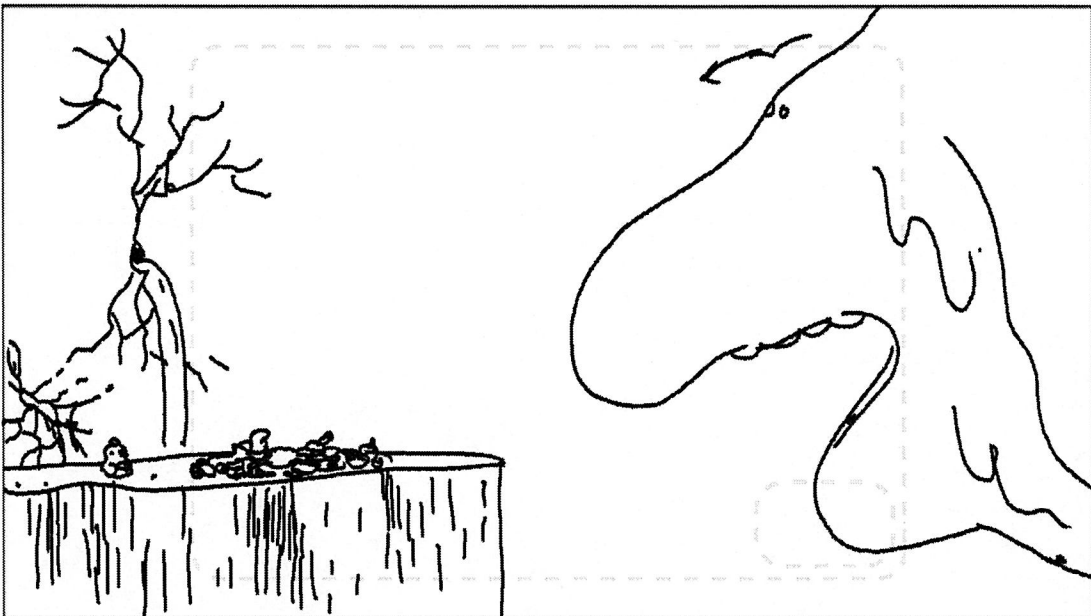


Sc. 139

Pnl. A

Bg.

day night



Dialog:

(IMP) / S'WHAT YOU GET!

(SFX) [- BOOM - [- BOOM -
(FOOTSTEPS)

Action:

Timing:

EPISODE # 1025-178

Production :

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ADVENTURE TIME



Sc. ~~139~~ 139

Pnl. B

Bg.

day night

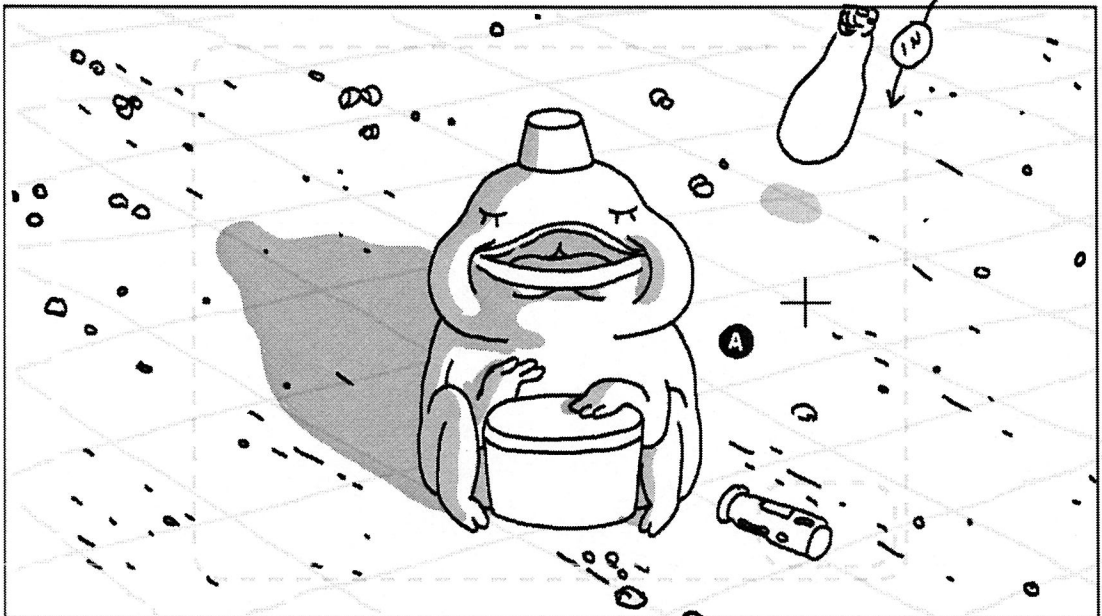


Sc. 140

Pnl. A

Bg.

day night



Dialog:

= BOOM!
= RAARR!

Action:

Timing:

(IMP) HEEEEEEEEEEEEEE-



EPISODE #

Production :

1025-178

ADVENTURE TIME

Page 205

Sc. 140

Pnl. Б

Bg.

day night

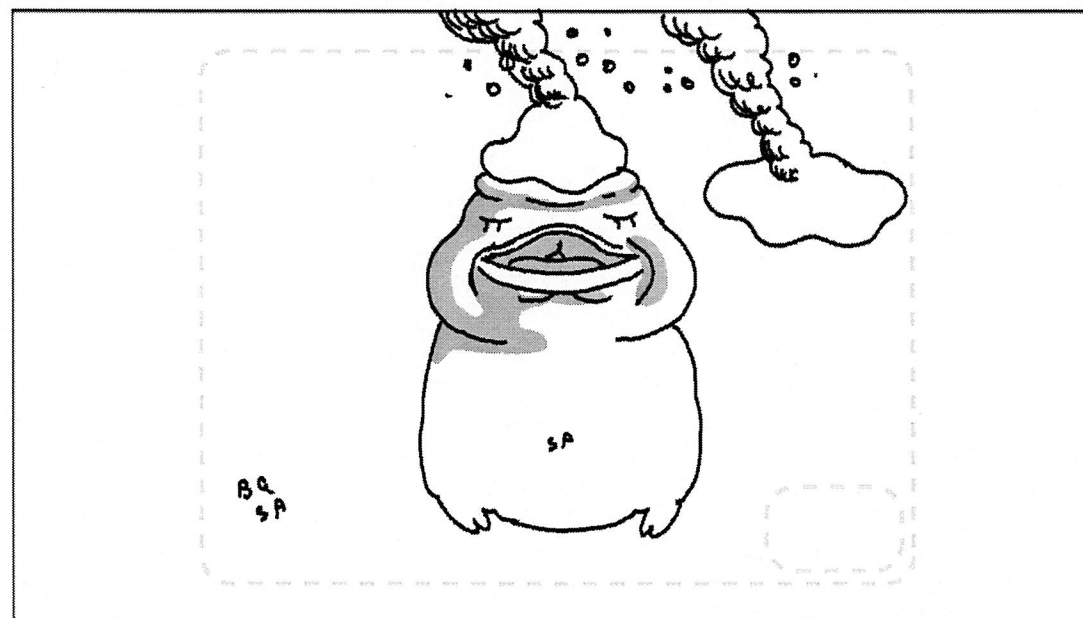


Sc. 140

Pnl. C

Bg.

day night



Dialog:

(I) (CONT) EEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEE YYYYYYYYYYYYYYYY

Action:

NEVER STOPS DRUMMING

HIT WITH
LAVA.

Timing:

EPISODE #

1025-178

Production :

ADVENTURE TIME



Sc. 140 Pnl. D Bg. day night

SA

BC SA

Sc. 140 Pnl. E Bg. day night

SA

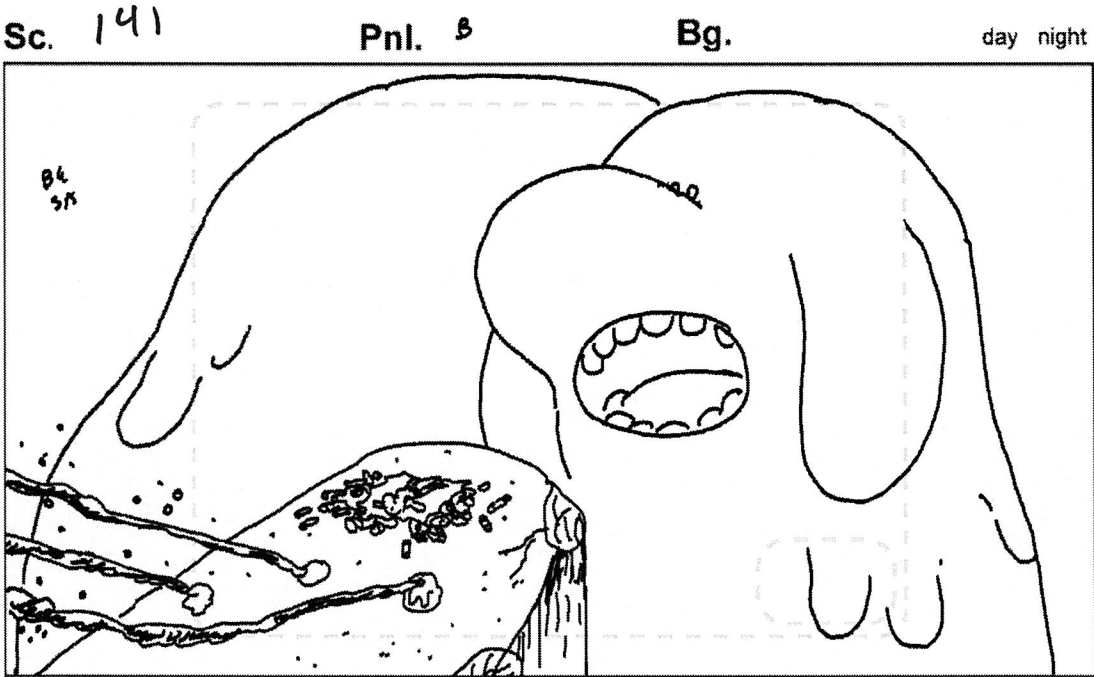
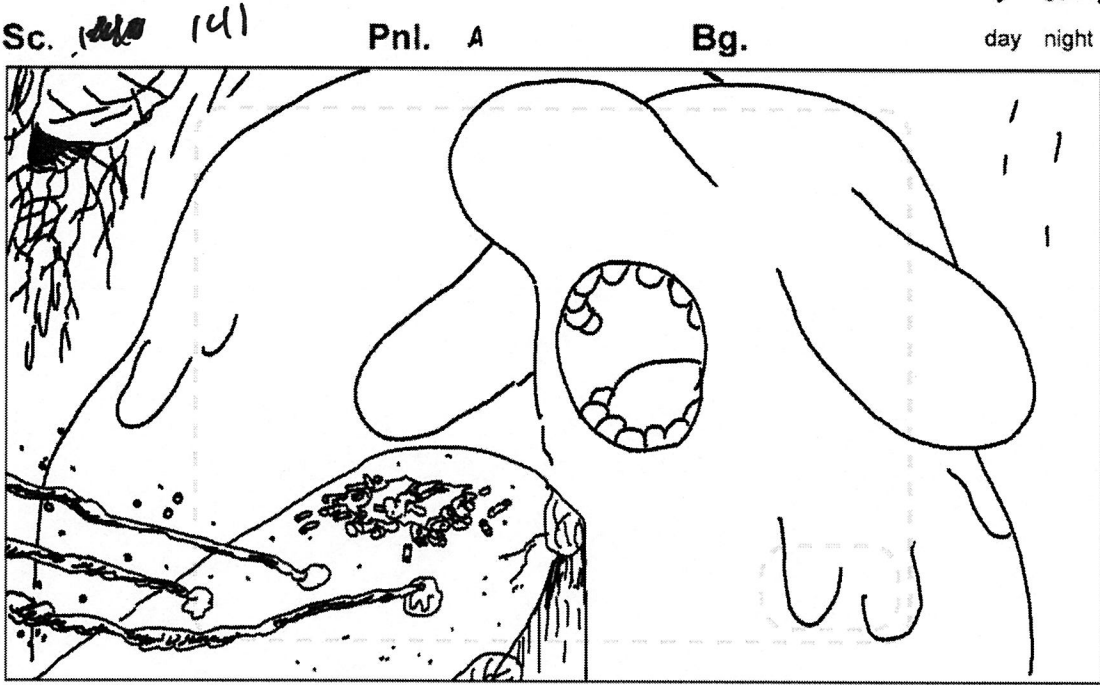
BC SA

Dialog:
Action:
Timing:

DRUMMING FASTER & FASTER

- LAVA MELTS,
- CHINA SYNDROMES

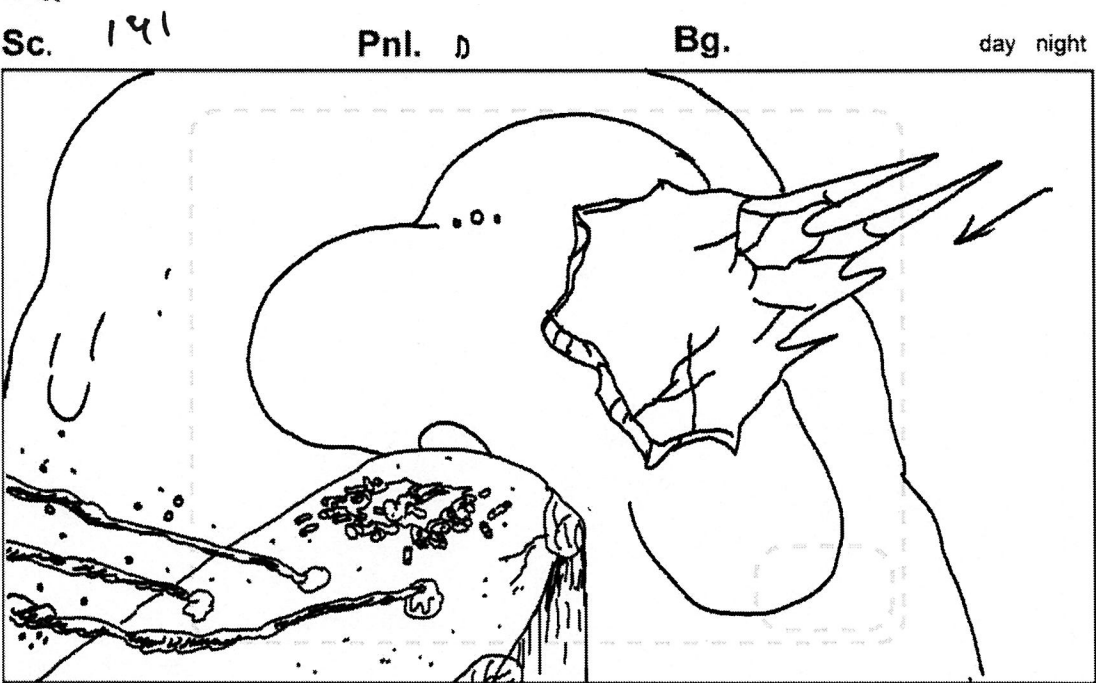
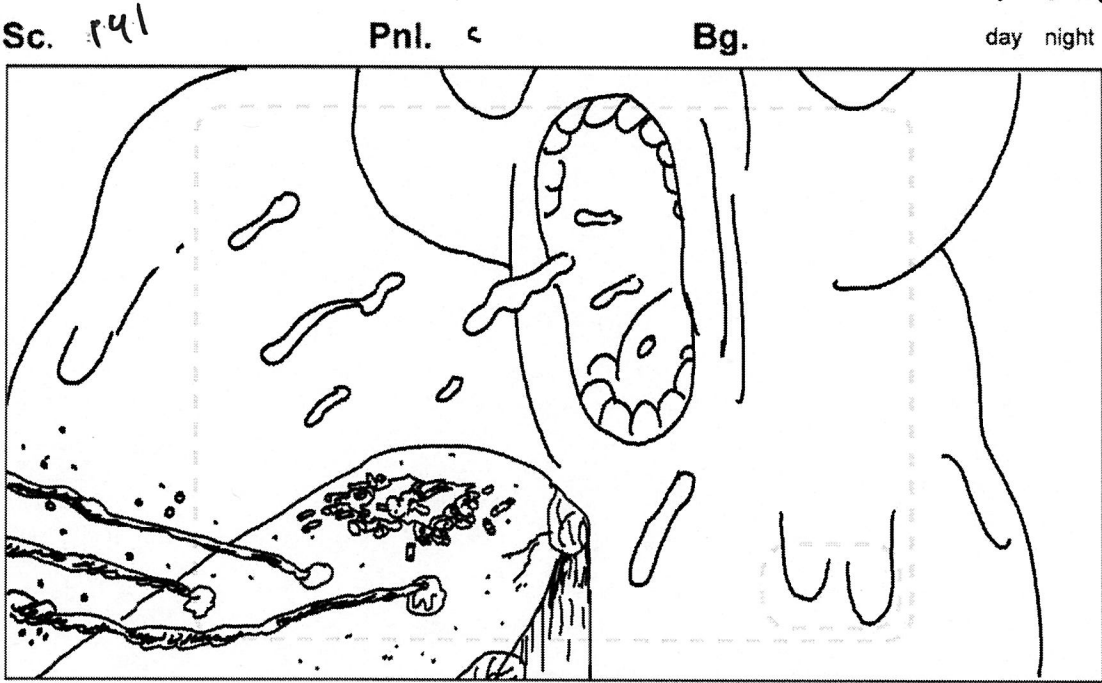
ADVENTURE TIME



Dialog:	
Action:	
S.P.	ANTIC
Timing:	

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ADVENTURE TIME



Dialog:

Ⓜ / ROAR

Action:

LAVADOQ STARTS MOVING FORWARD.

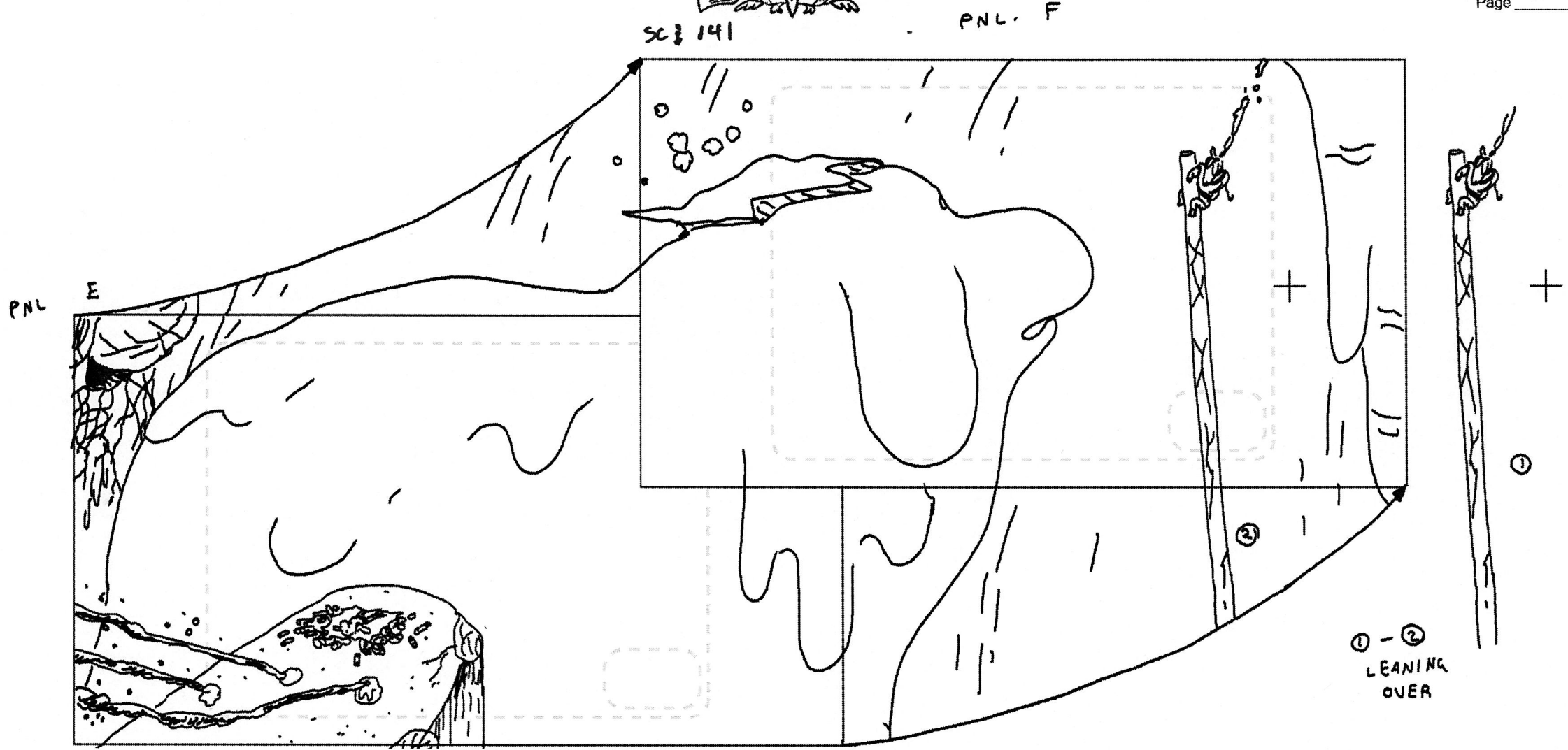
Timing:

SFX / C-C-CRUNCH.

EPISODE # 1025-178

Production :

ADVENTURE TIME



Production :

EPISODE #

1025-178

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ADVENTURE TIME



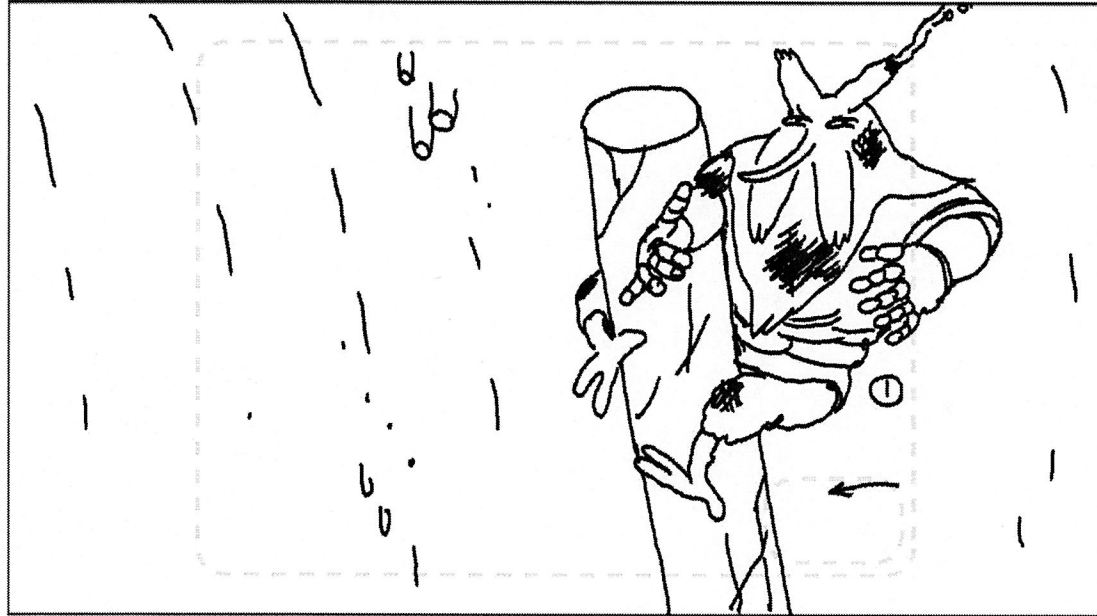
Page 210

Sc. 142

Pnl. A

Bg.

day night

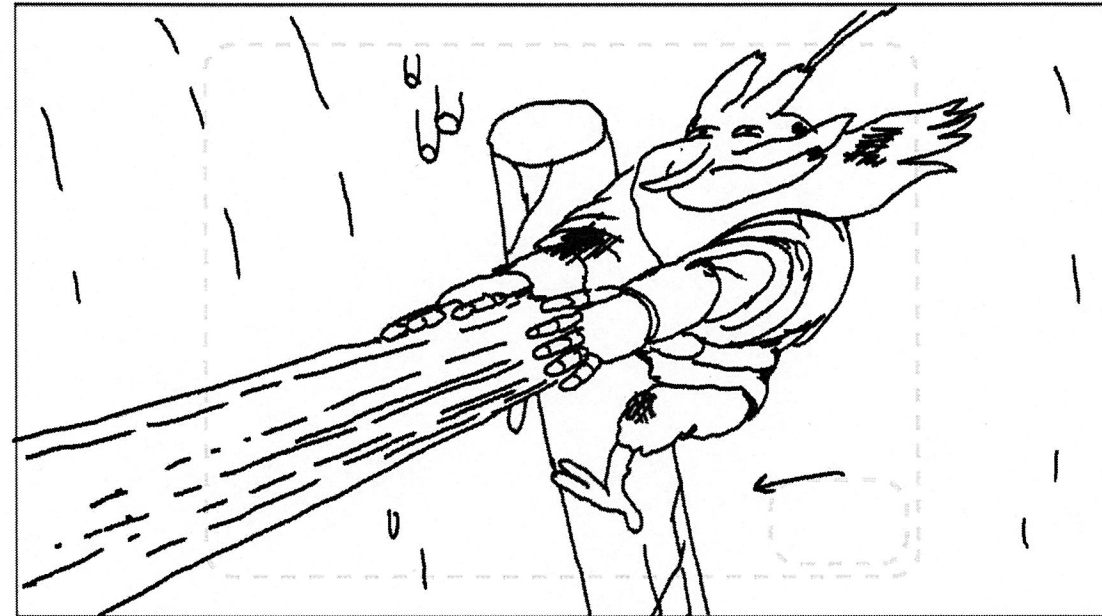


Sc. 142

Pnl. B

Bg.

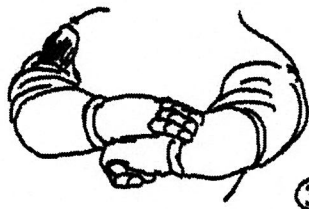
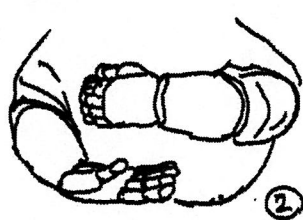
day night



Dialog:

BUH - ICE!

Action:



(STILL LEANING OVER)

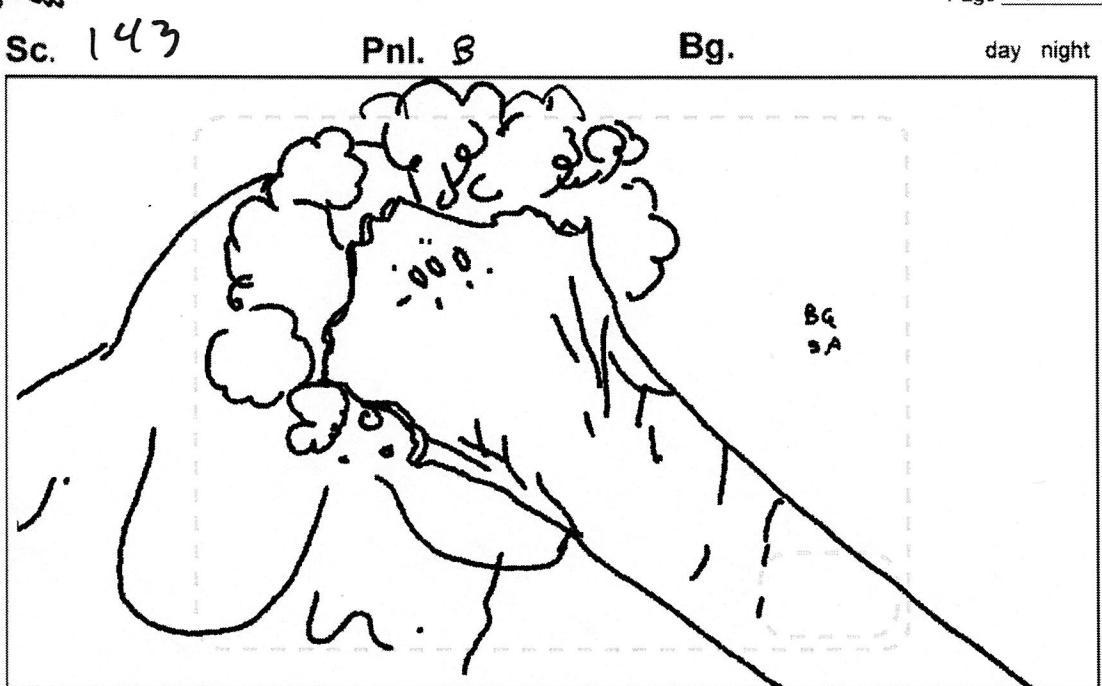
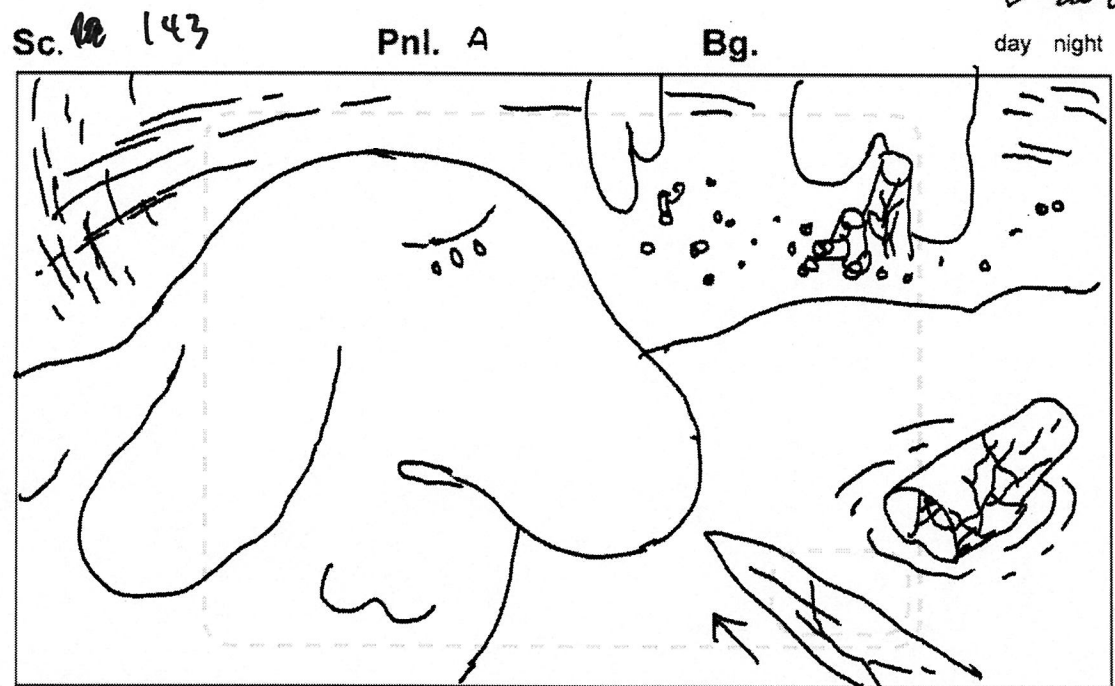
Timing:

EPISODE # 1025-178

Production :

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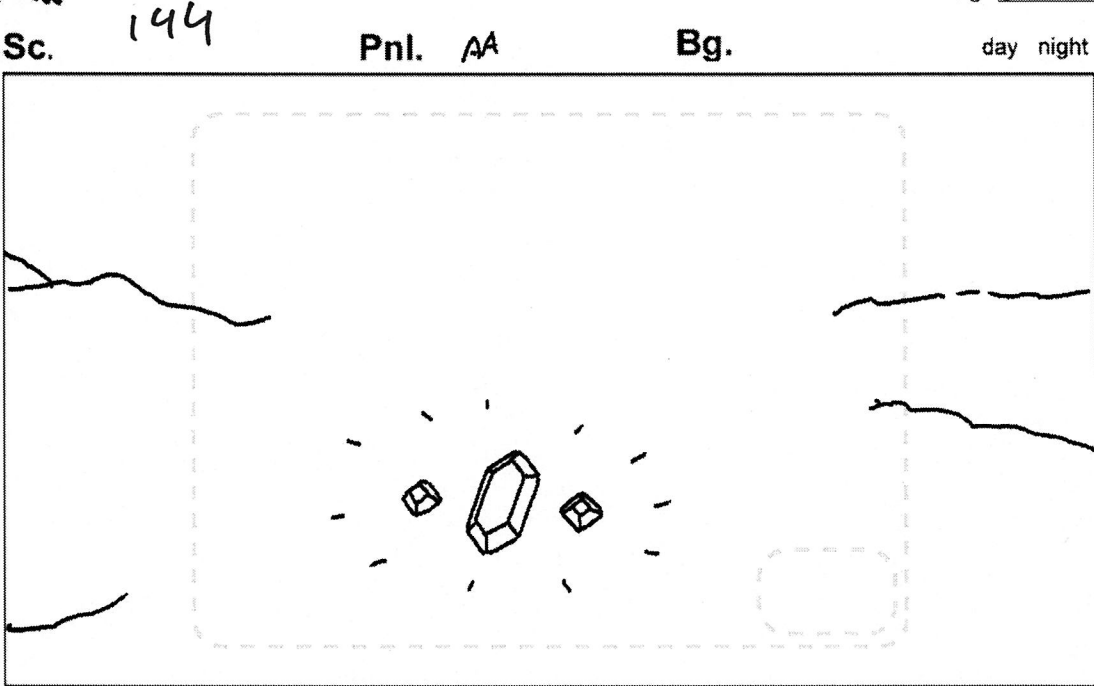
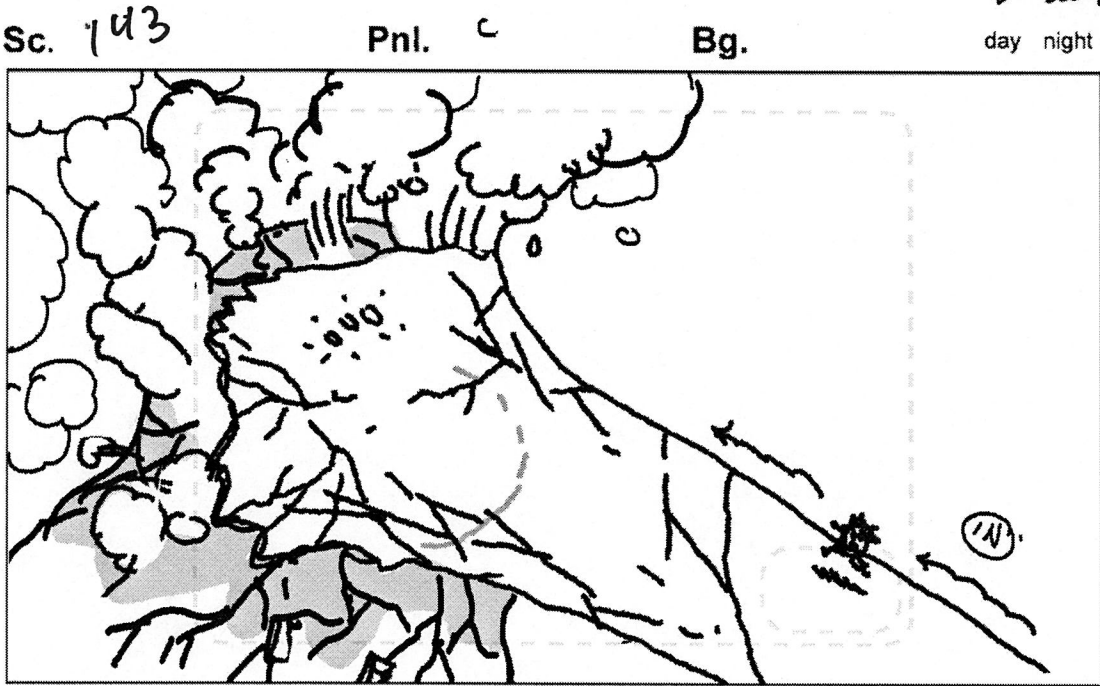
ADVENTURE TIME



Dialog:	C-C-C-CRACK!		(MAYBE MAGWOOD I DUNNO!)
Action:	S.P.	STEAM	
Timing:			

EPISODE # 1025-178
Production :

ADVENTURE TIME



Dialog:	(SFX) STEAM, MOANING CRACKING
Action:	- MAGWOOD SHRINKING, HARDENING, CRACKING. - STEAM.
Timing:	- U.G. RUNS UP

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ADVENTURE TIME



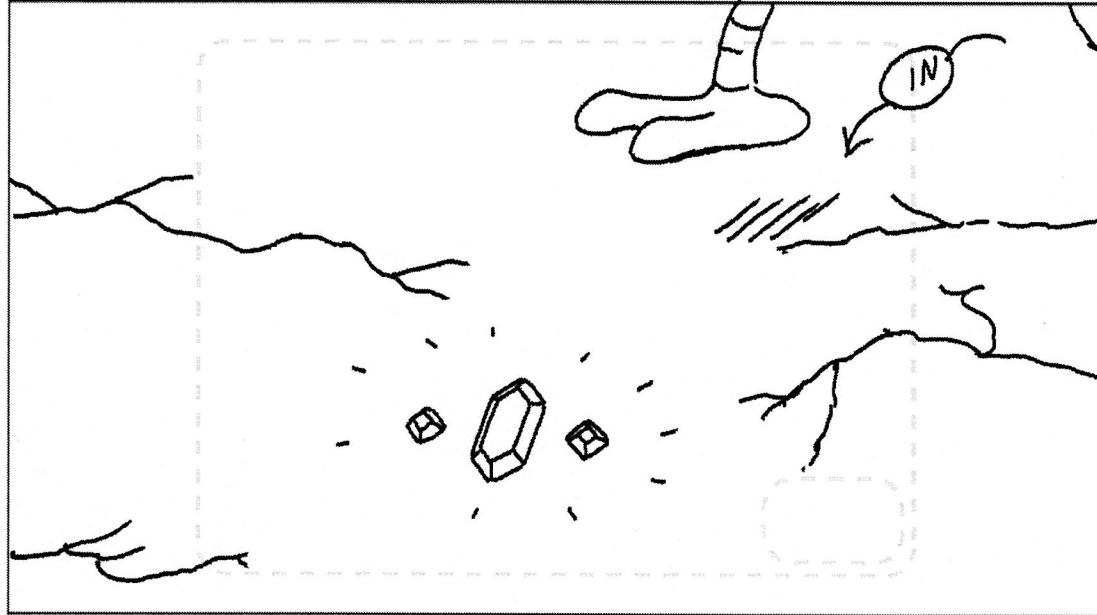
Page 213

Sc. 144

Pnl. B

Bg.

day night

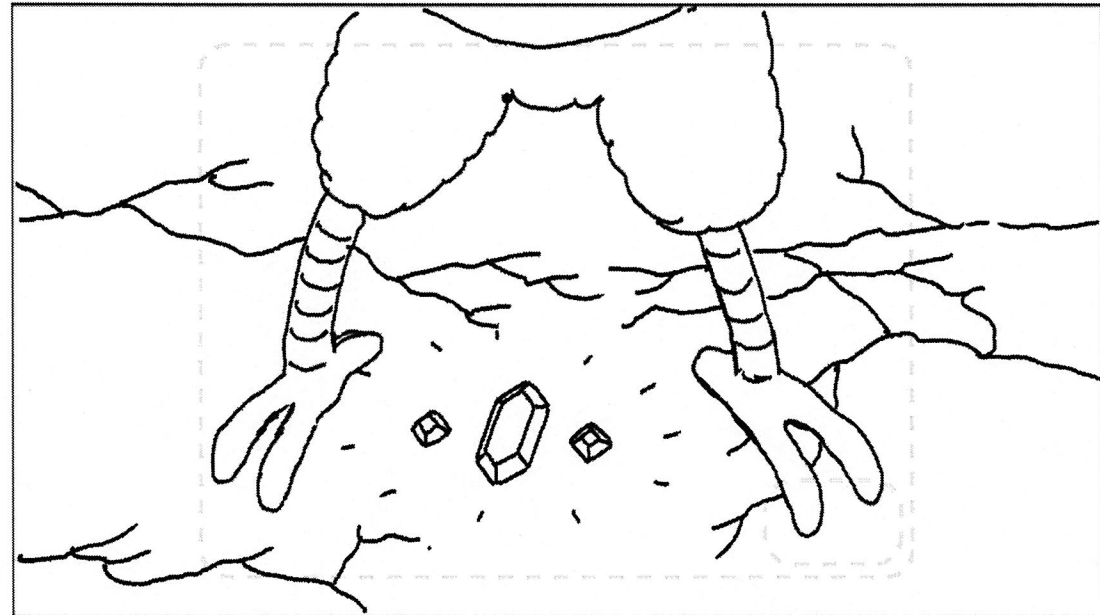


Sc. ~~144~~ 144

Pnl. C

Bg.

day night



Dialog:

(SFX) - CRACKING,
- STEAM
- RUMBLING.

Action:

(ICE.) {{ EVERYTHING SHAKING. }}.

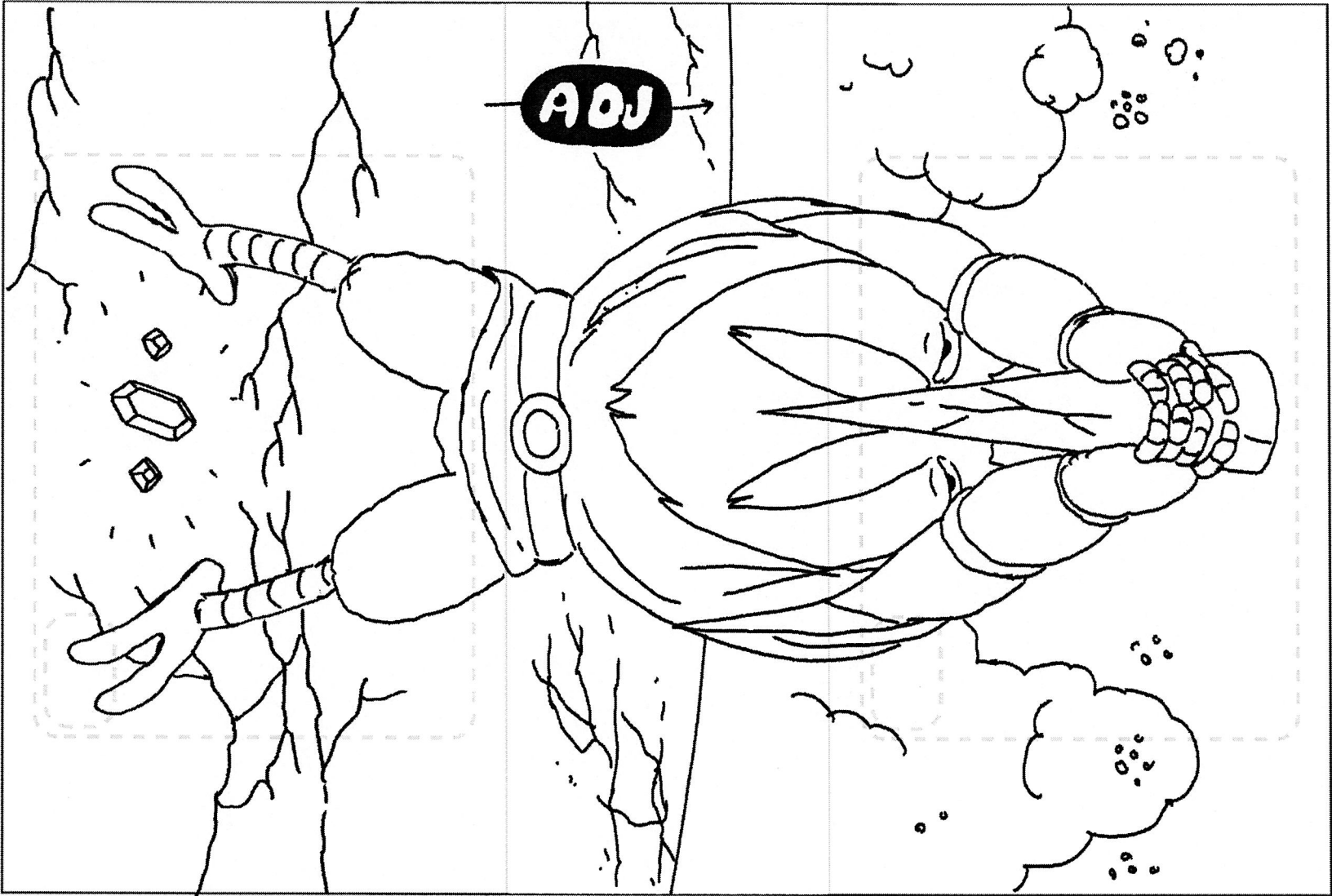
Timing:

EPISODE #

1025-178

Production :

ADVENTURE TIME



Sc. 1/14

Pl. D

Bg.

day night

Production :

EPISODE #

1025-178

ADVENTURE TIME

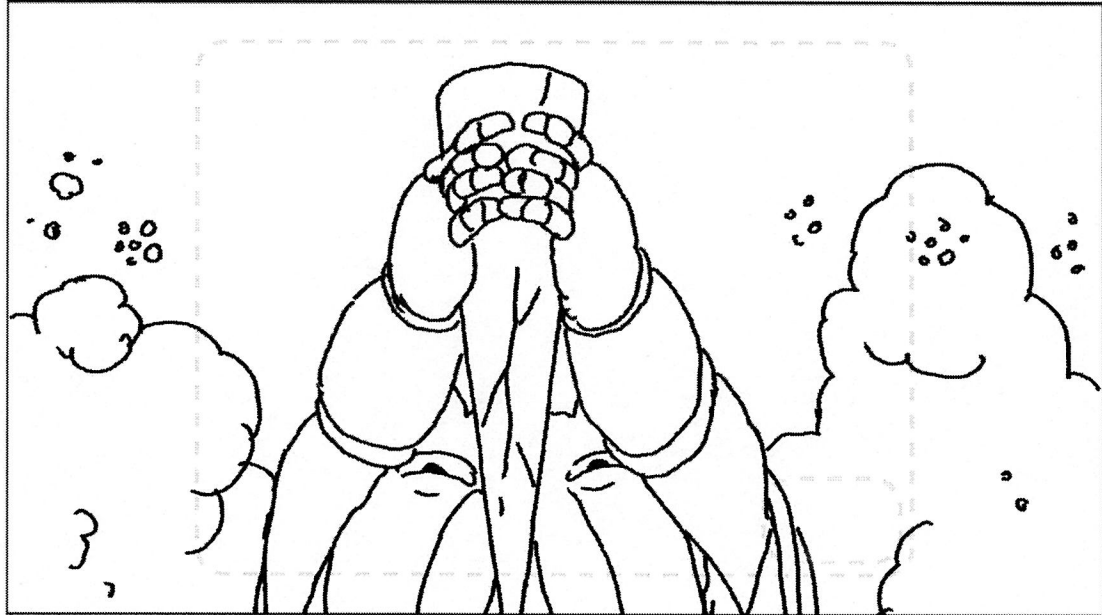


Sc. 144

Pnl. E

Bg.

day night

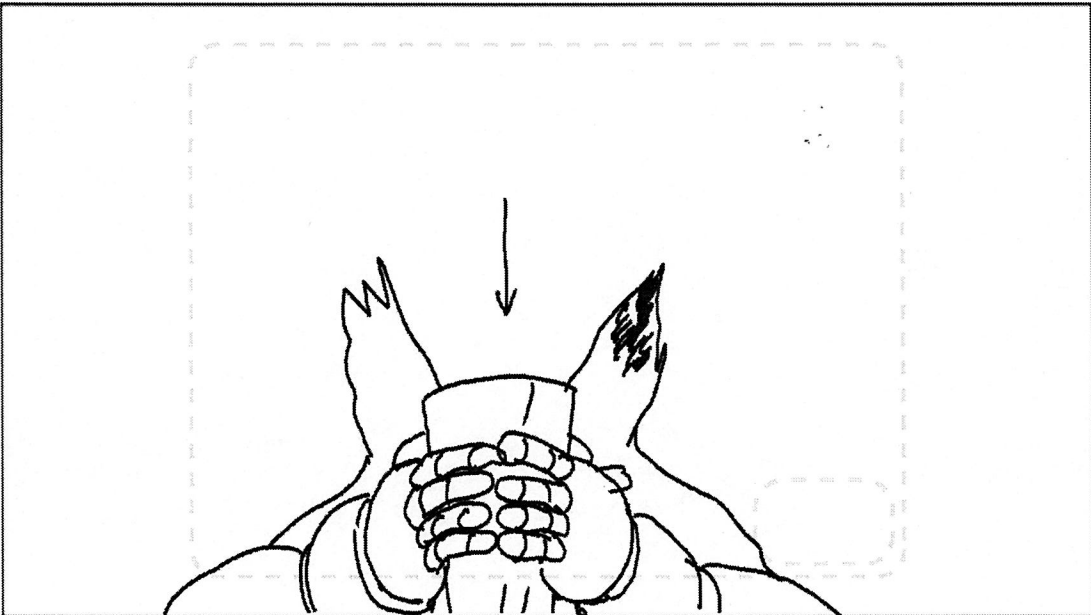


Sc. 144

Pnl. F

Bg.

day night



Dialog:
Action:
Timing:

(PASSING POSE)

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ADVENTURE TIME



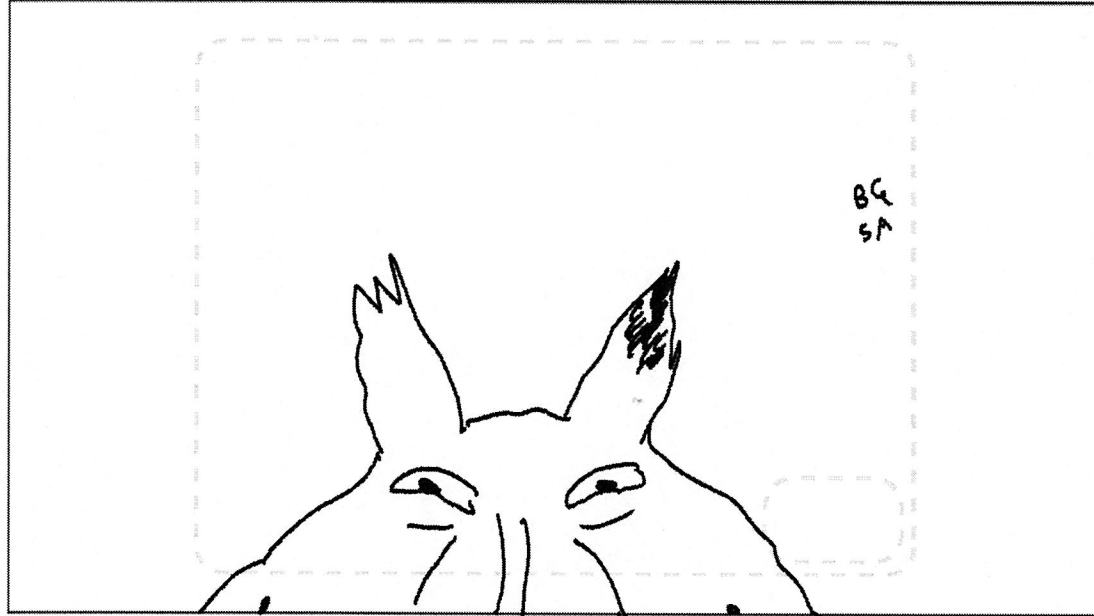
Page 216

Sc. 144

Pnl. G

Bg.

day night

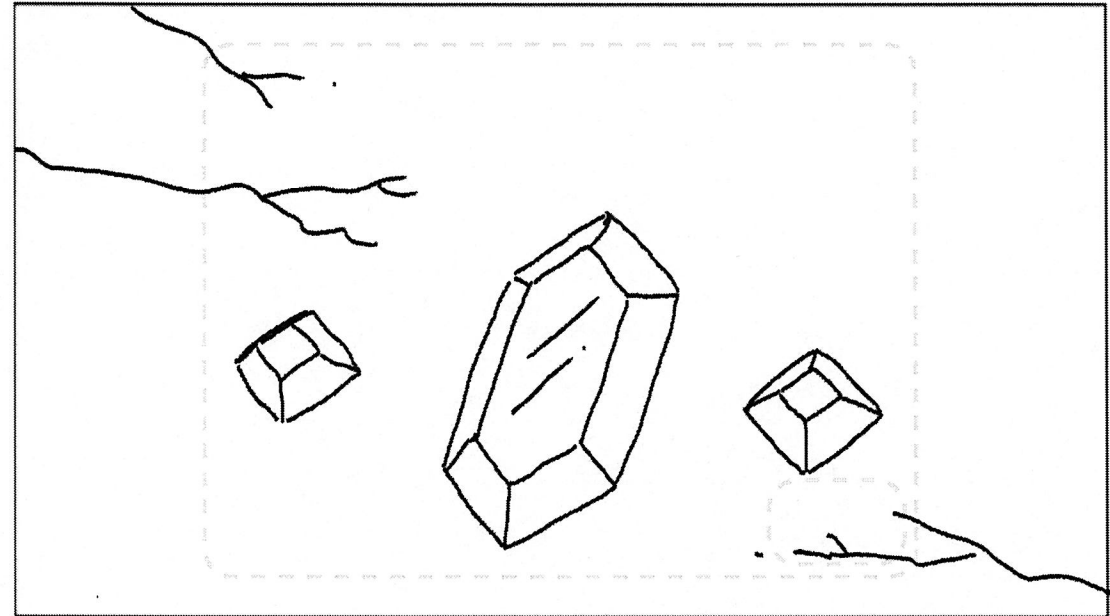


Sc 145

Pnl. A

Bg.

day night



Dialog:

Action:

(STILL
SHAKING,
RUMBLING,
CRACKING)

Timing:

EPISODE # 1025-178

Production :

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ADVENTURE TIME

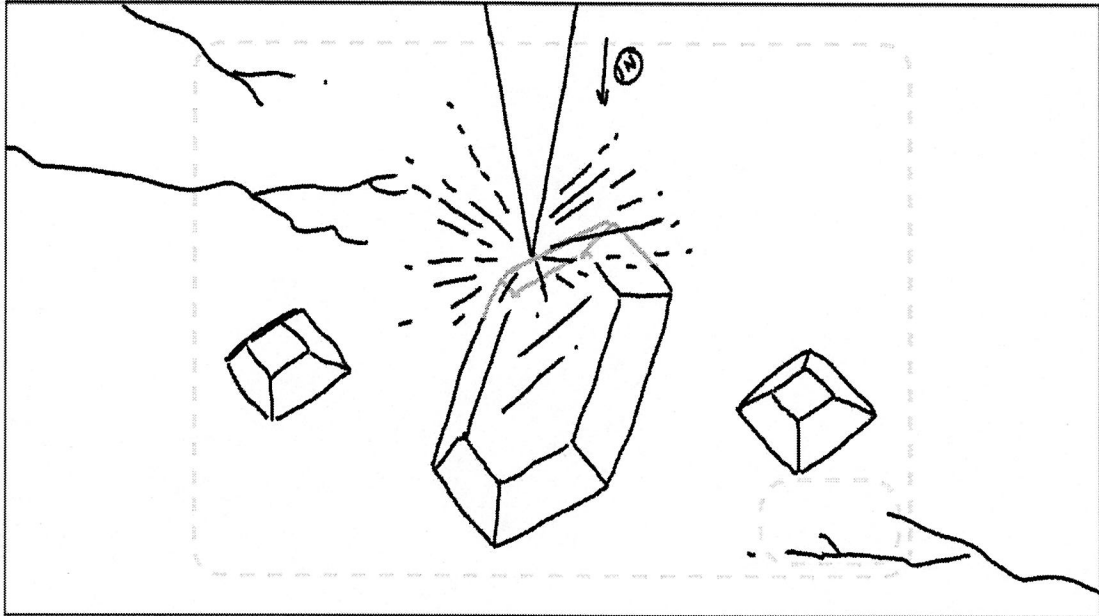


Sc. 145

Pnl. b

Bg.

day night

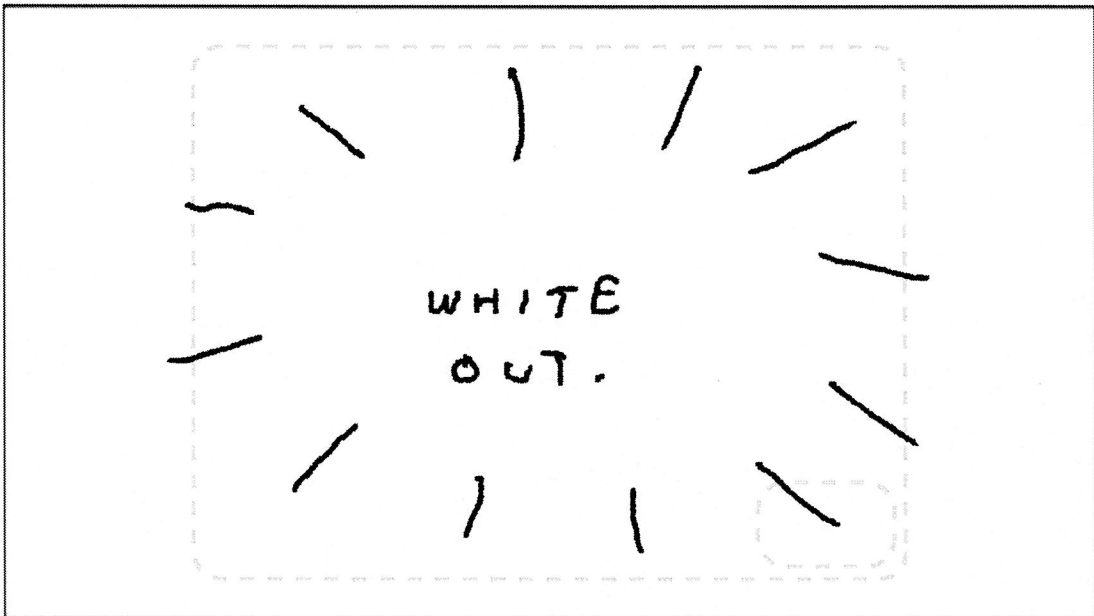


Sc. 145

Pnl. c

Bg.

day night



Dialog:

Action:

- PICK COMES IN,
- HITS EDGE OF GEM

Timing:

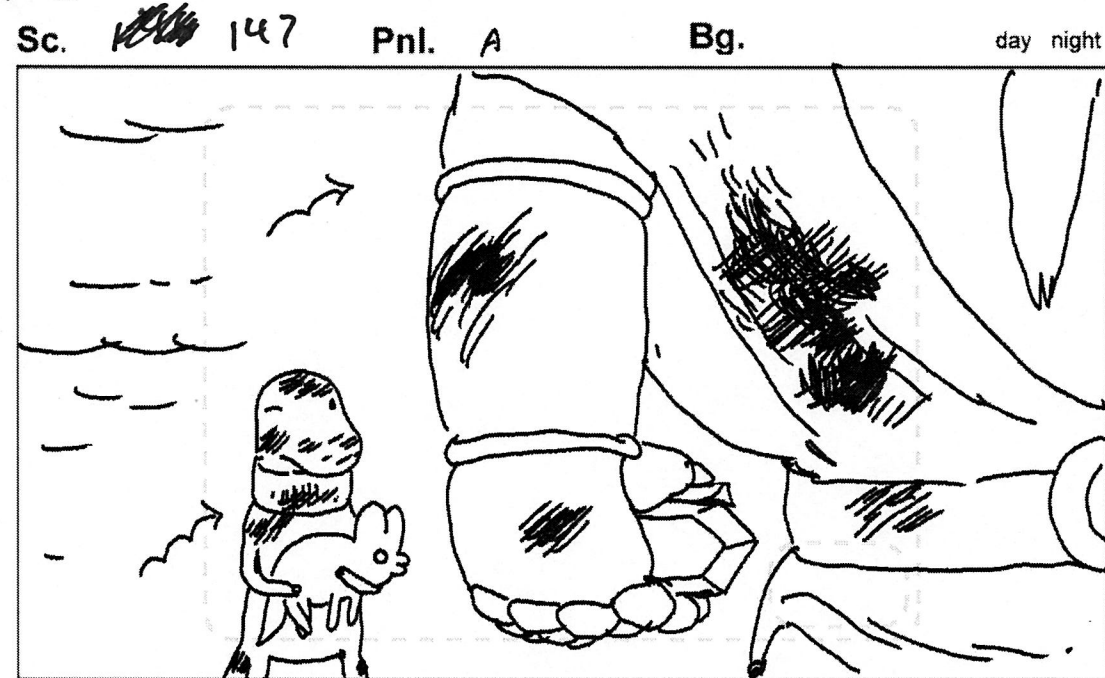
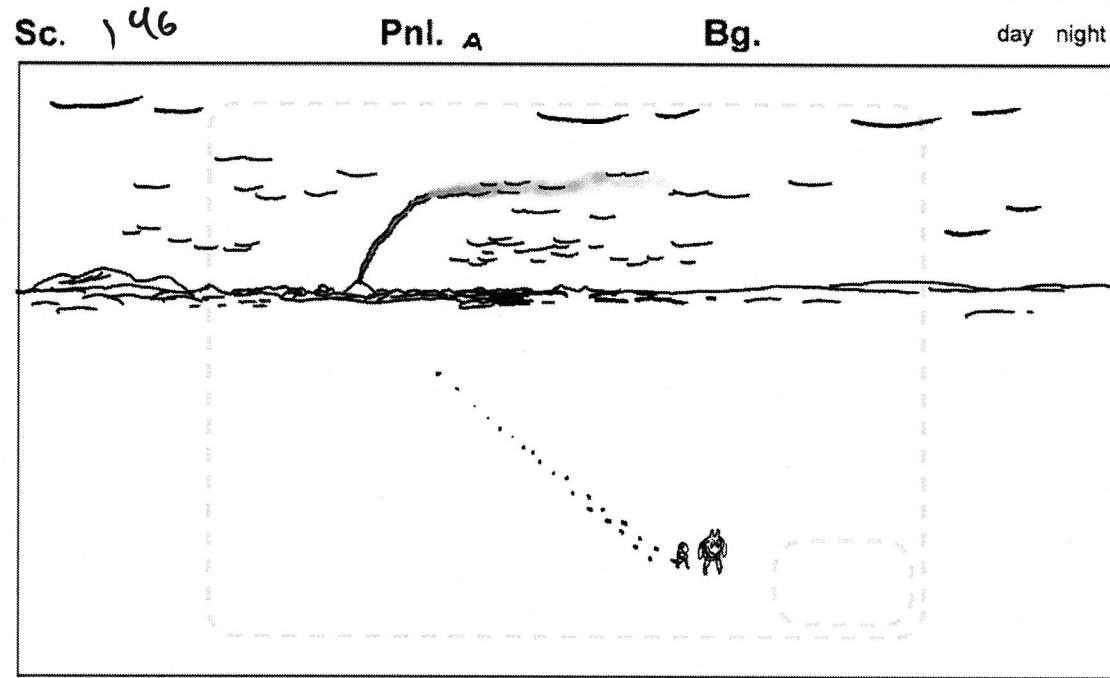
EPISODE # 1025-178
Production :

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ADVENTURE TIME



Page 218



Dialog:

(UE) THIS IS WHY I DON'T
TEACH YOU MAGIC.

Action:

FADE IN

Timing:

1025-178

EPISODE #

Production :

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ADVENTURE TIME



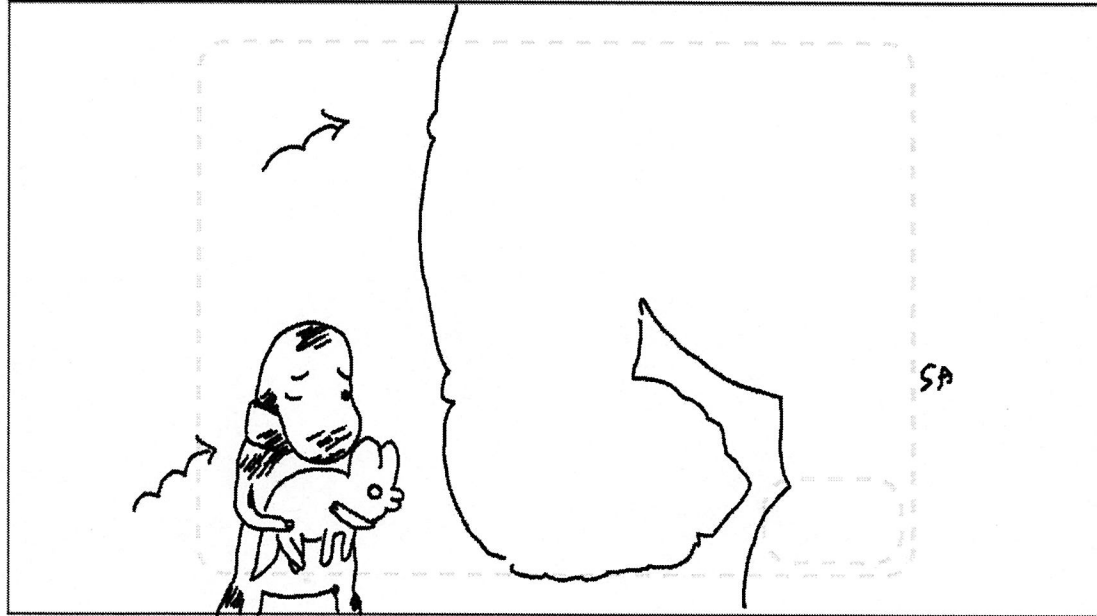
Page 219

Sc. 147

Pnl. B

Bg.

day night

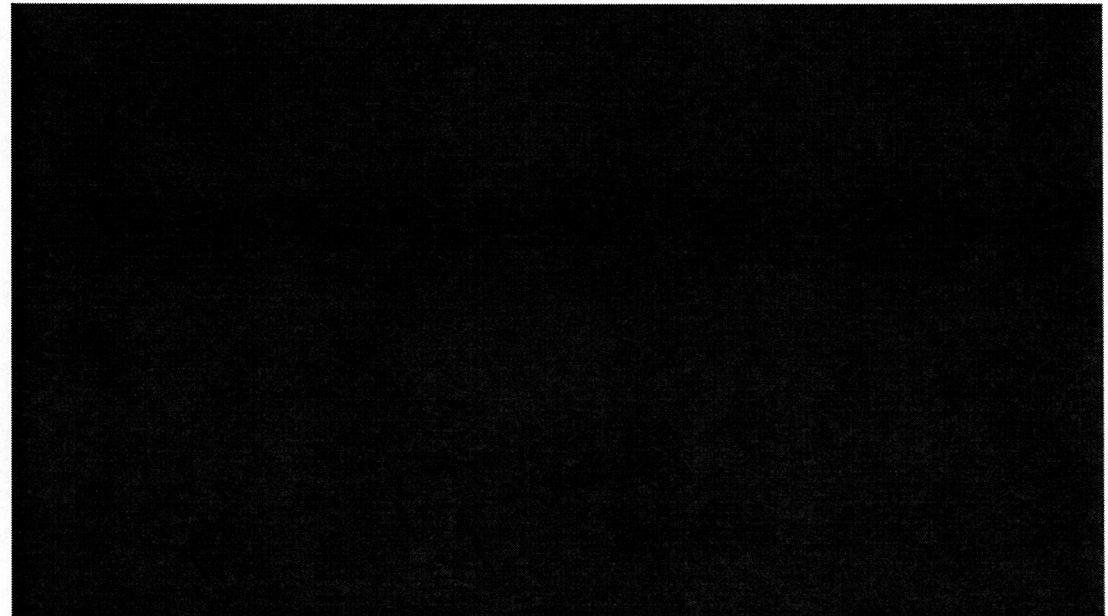


Sc. 147

Pnl. C

Bg.

day night



Dialog:

Action:

Timing:

FADE TO
BLACK

EPISODE #

1025-178

Production :

ADVENTURE TIME



Page 220

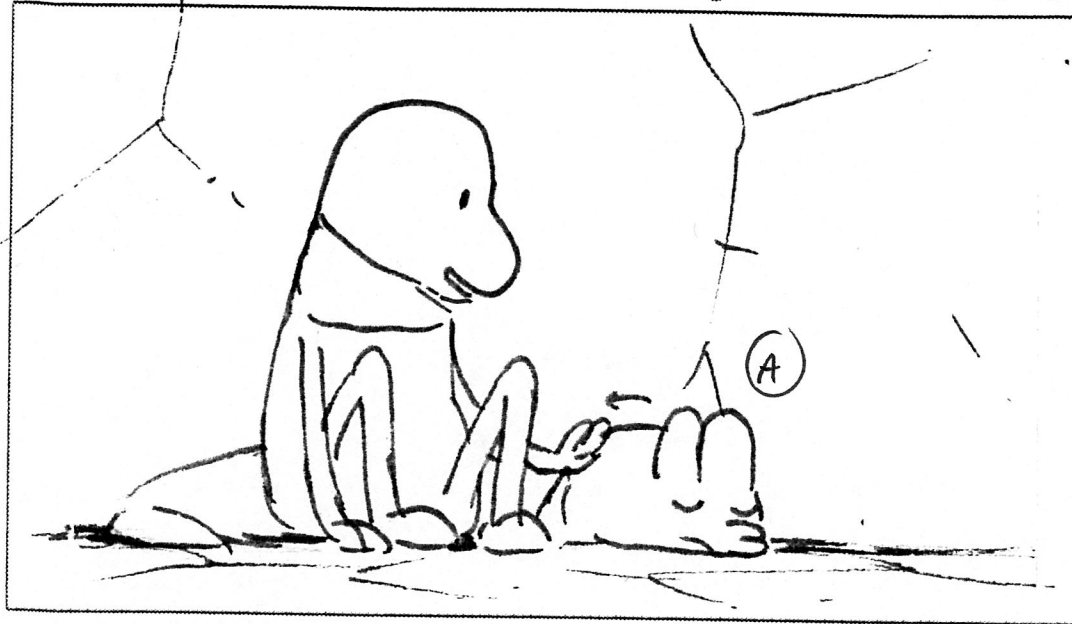
Sc. 148

Pnl.

A

Bg.

day night



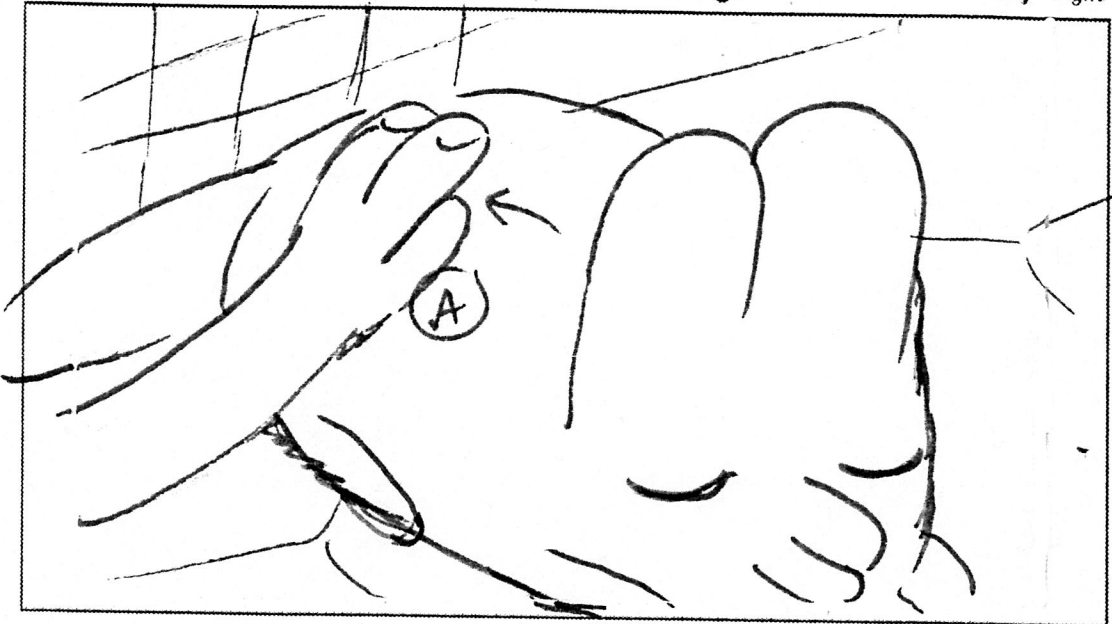
Sc. 149

Pnl.

A

Bg.

day night



Dialog:

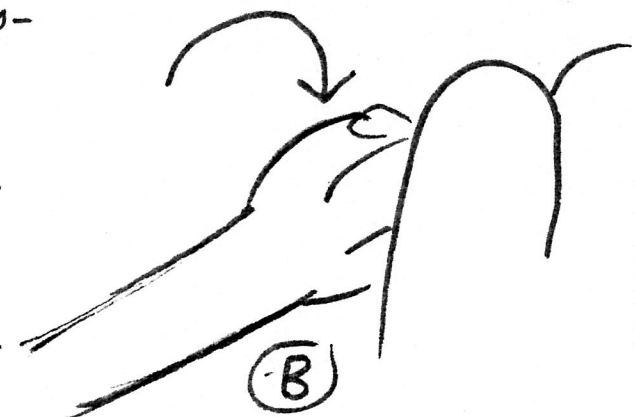
(G) Nina beens fo-feens →

banana-fans fo-feens →

Action:

- Gunther pets Nina

Timing:



1025-178

EPISODE #

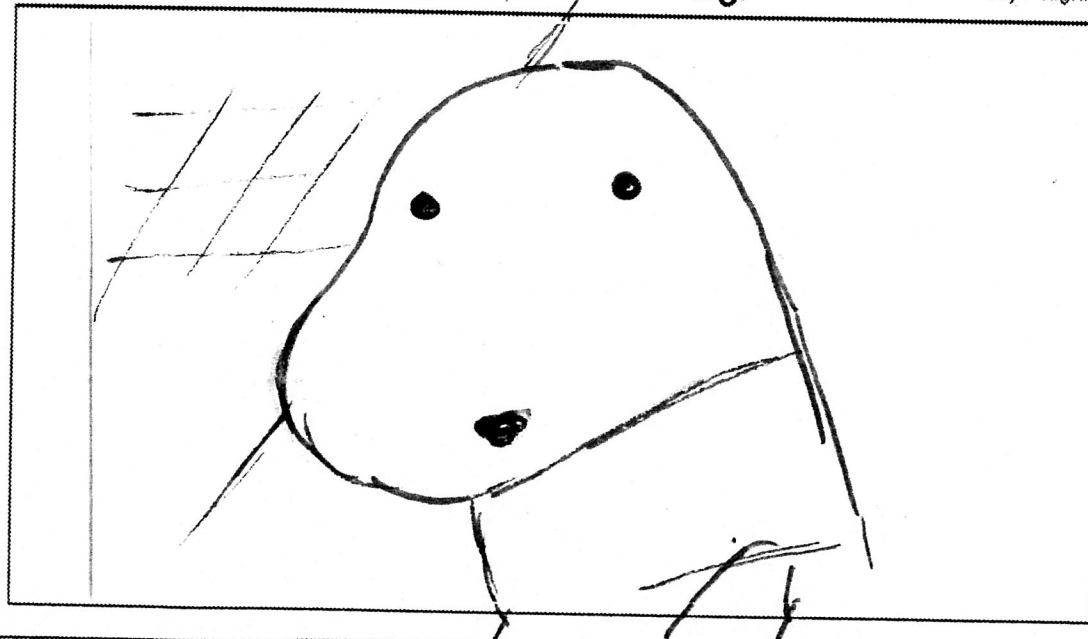
Production :

Sc. 190

Pnl. A

Bg.

day night

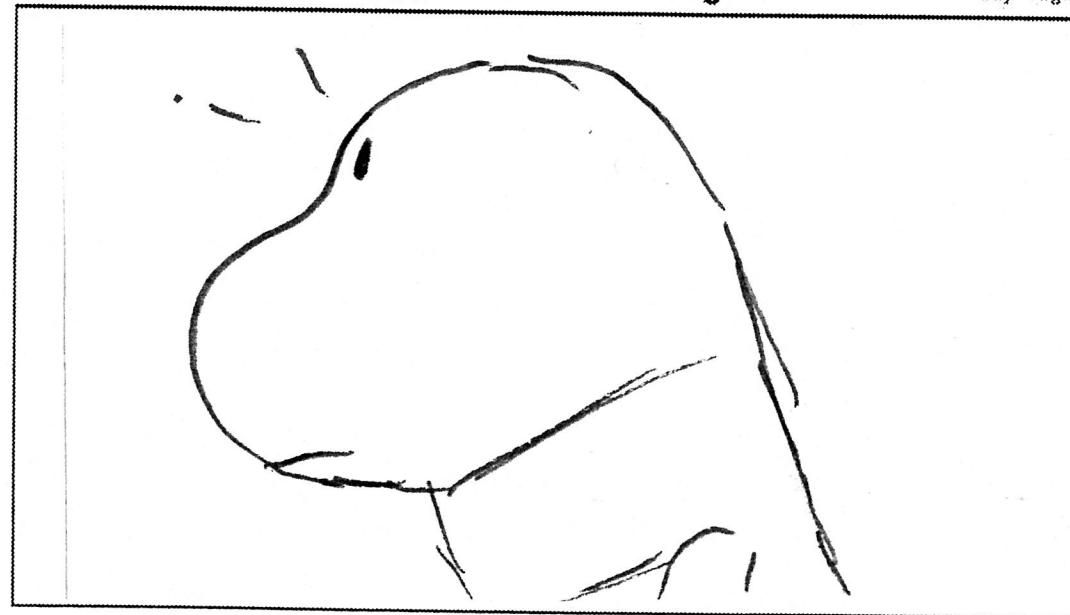


Sc. 190

Pnl. B

Bg.

day night



Dialog:

(G) → Nee-ni-no-neen, ...

EVERGREEN (OS) GUNTER!? What the heck are you doing?! Get in here!

Action:

- Gunther hears Evergreen calling.

Timing:

Page 221

EPISODE #

1025-178

Production :

ADVENTURE TIME



Page 222

Sc. 151

Pnl. A

Bg.

day night

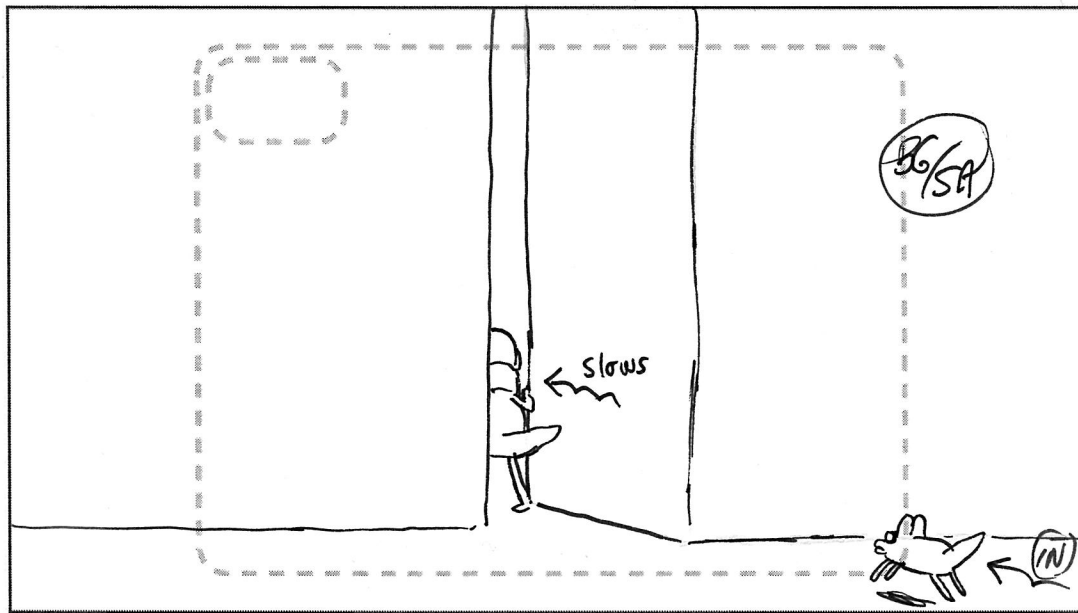
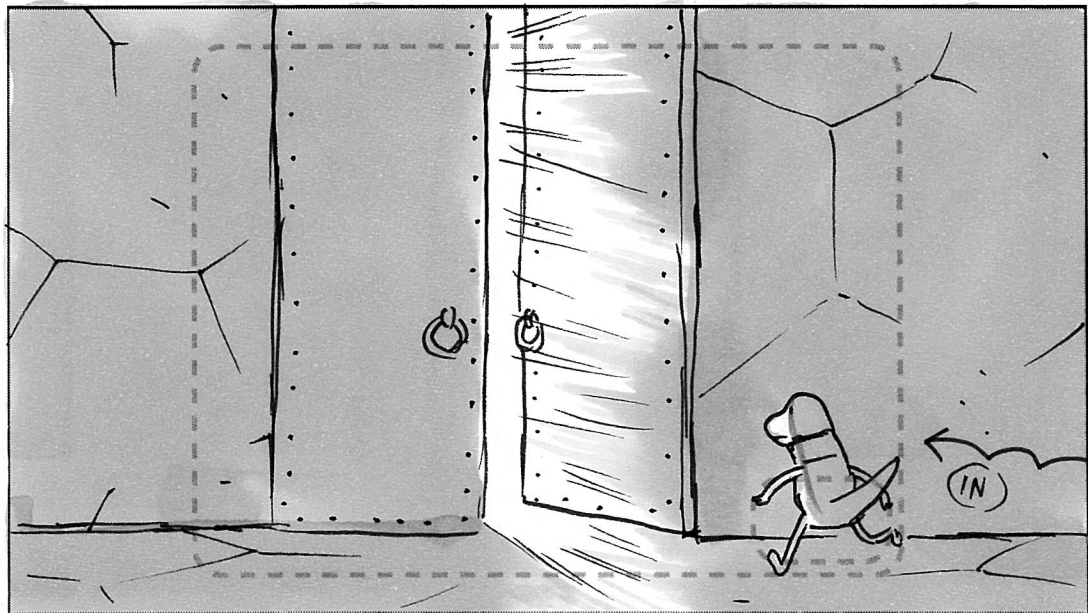
Sc. 1

151

Pnl. B

Ba.

day night



Dialog:

(EV. LOS) Gunther!

(G:) Yes master evergreen.
(quiet)

Action:

- ~~Eerie~~ green light shines from
inside Evergreen's lab.

- Gunther closes the heavy door

Timing:

EPISODE #

Production :

1025-178

ADVENTURE TIME



Sc. 52

Pnl.

C

Bg.

day night

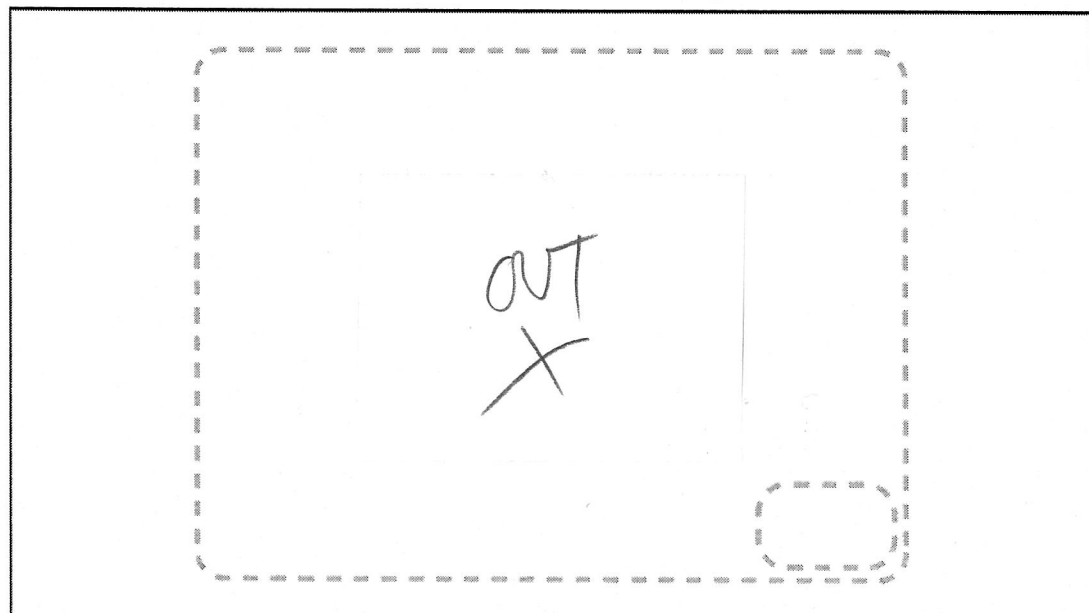
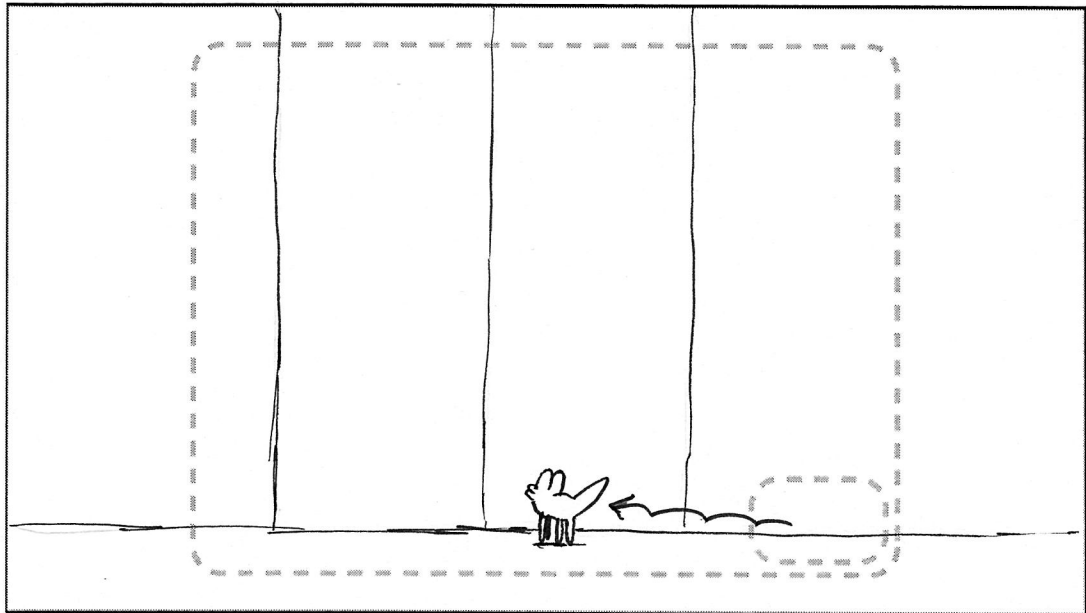
Sc.

44

Pnl.

Bg.

day night



Dialog:
Action:
Timing:

EPISODE #
Production :

1025-178

ADVENTURE TIME



Page 224

Sc. 153

Pnl. A

Bg.

day night



Dialog:

EVERGREEN: Ah! There you are you blockhead -

Action:



comet casts green light over the lab

Timing:

EPISODE #

Production :

1025-178

ADVENTURE TIME



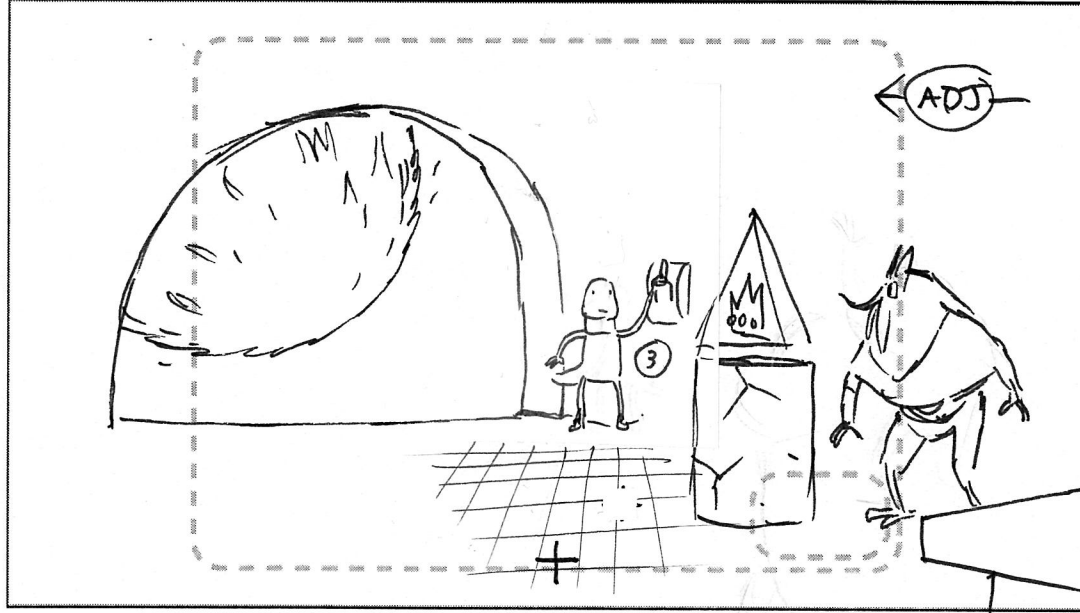
Page 229

Sc. 153

Pnl. B

Bg.

day night

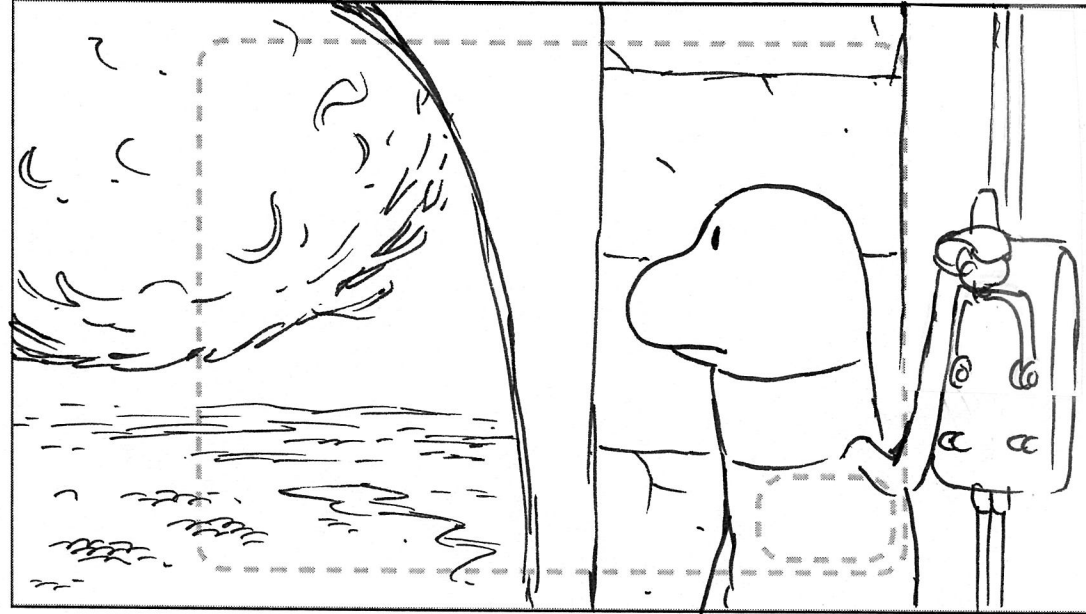


Sc. 153

Pnl. A

Bg.

day night

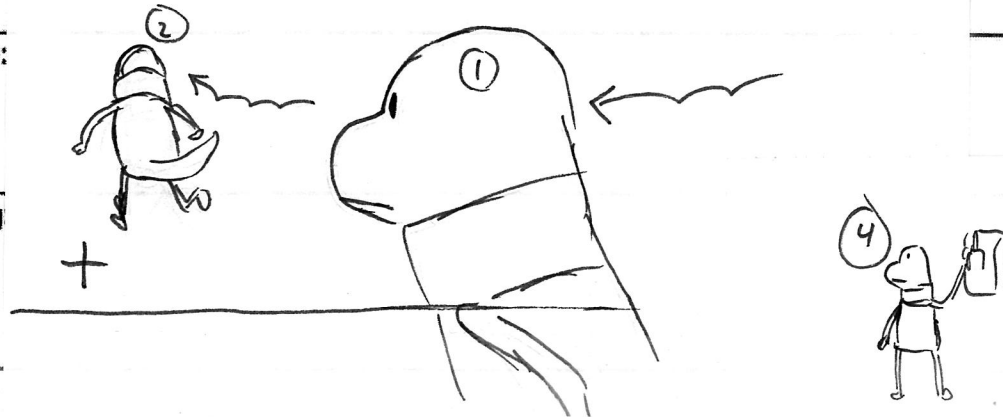


Dialog: (E): Quickly, take your position - we have precious little time.

(E)(OS) → once I complete the bonding chant, →

Action:

Timing



-Gunter runs over to the wall switch and gets ready to pull it.

EPISODE #

Production :

1025-178

ADVENTURE TIME



Page 226

Sc. 153

Pnl. B

Bg.

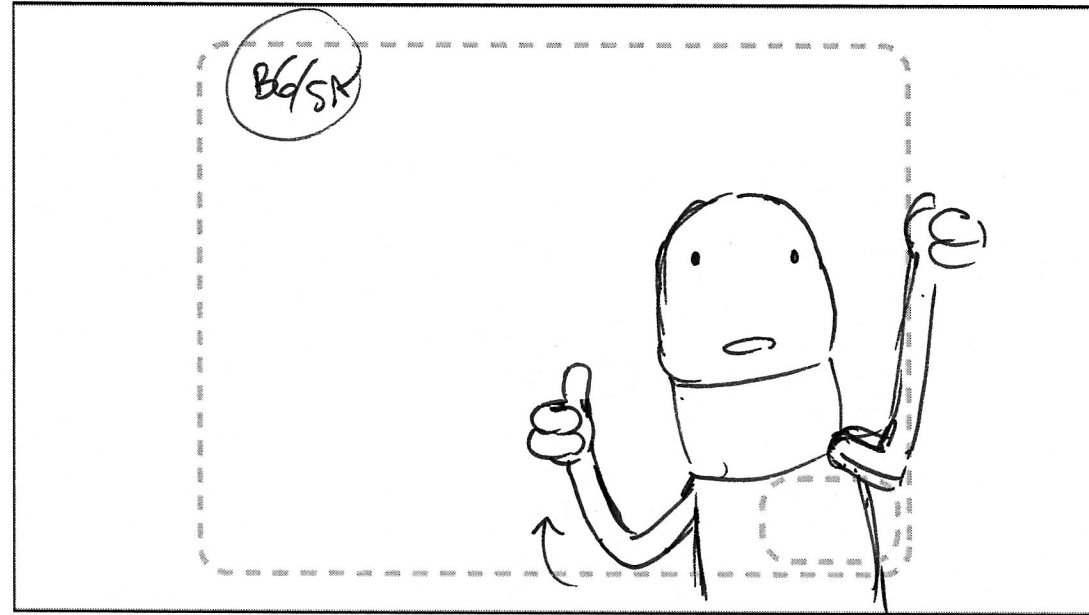
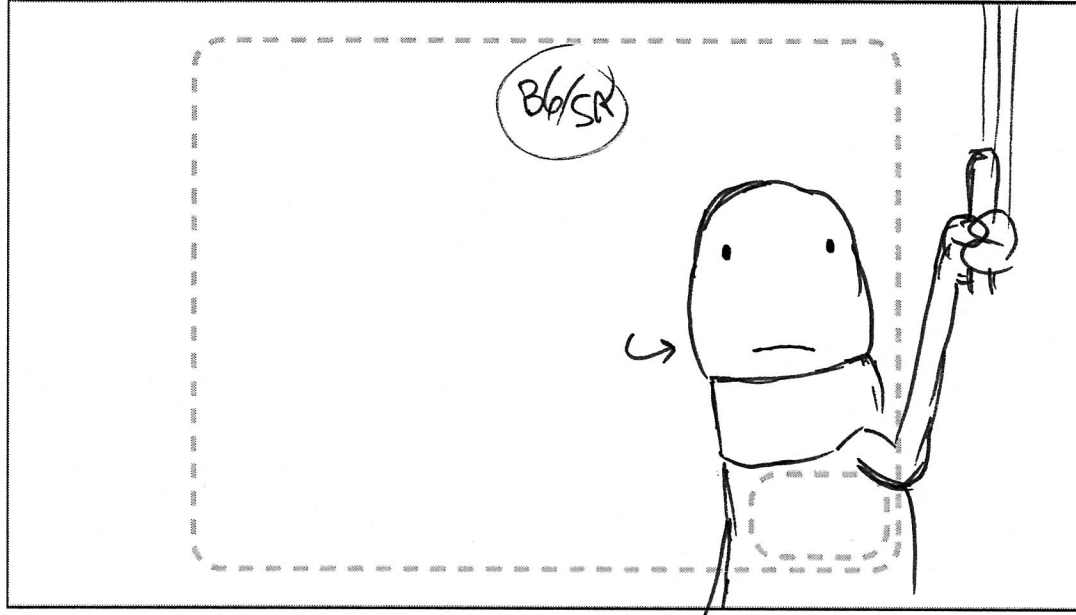
day night

Sc. 153

Pnl. C

Bg.

day night



Dialog:

(E)(OS) → you deactivate the forcefield.

(GUNTHER) Yes master Evergreen.

Action:

- Gunther gives a "thumbs-up"

Timing:

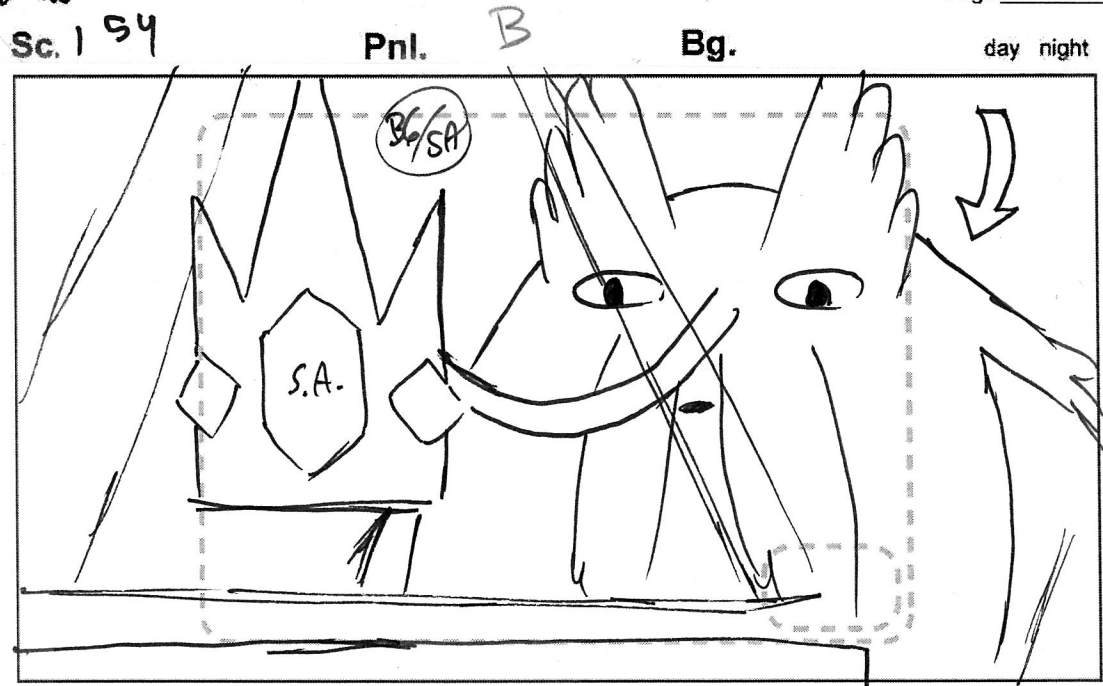
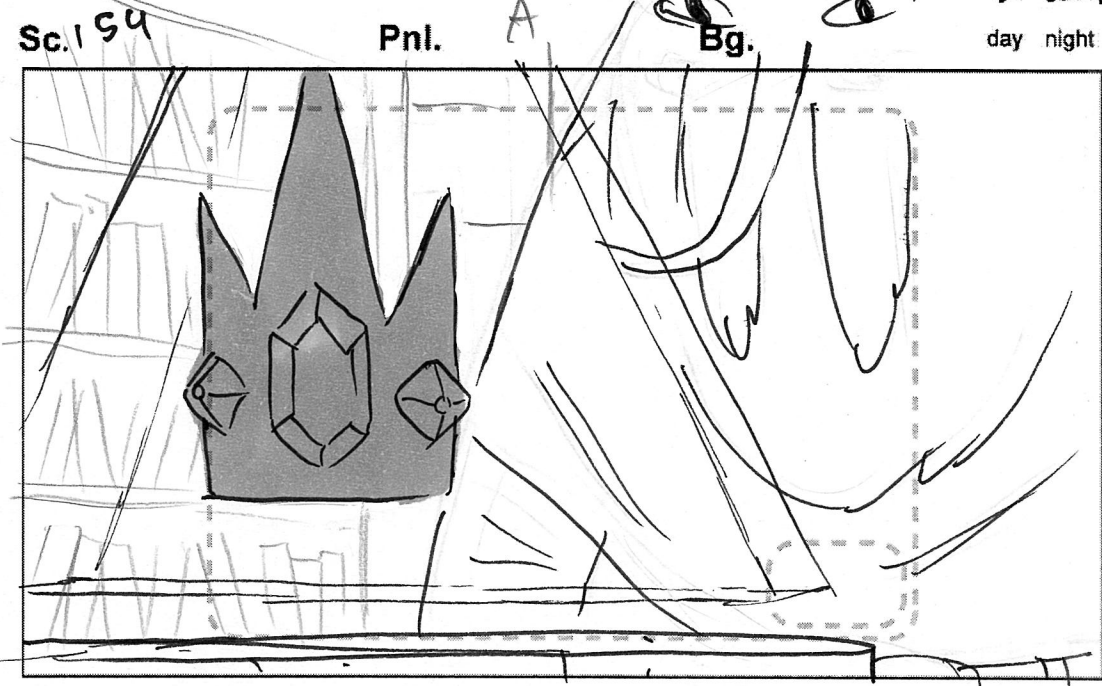
EPISODE #

1025-178

Production :

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ADVENTURE TIME



Dialog:

(E:) Bonding,
Bonding,
3 2 1, →

Action: - CROWN IS DULL & LIFELESS
(hasn't been activated yet)

Timing:

EPISODE #

1025-178

Production :

ADVENTURE TIME



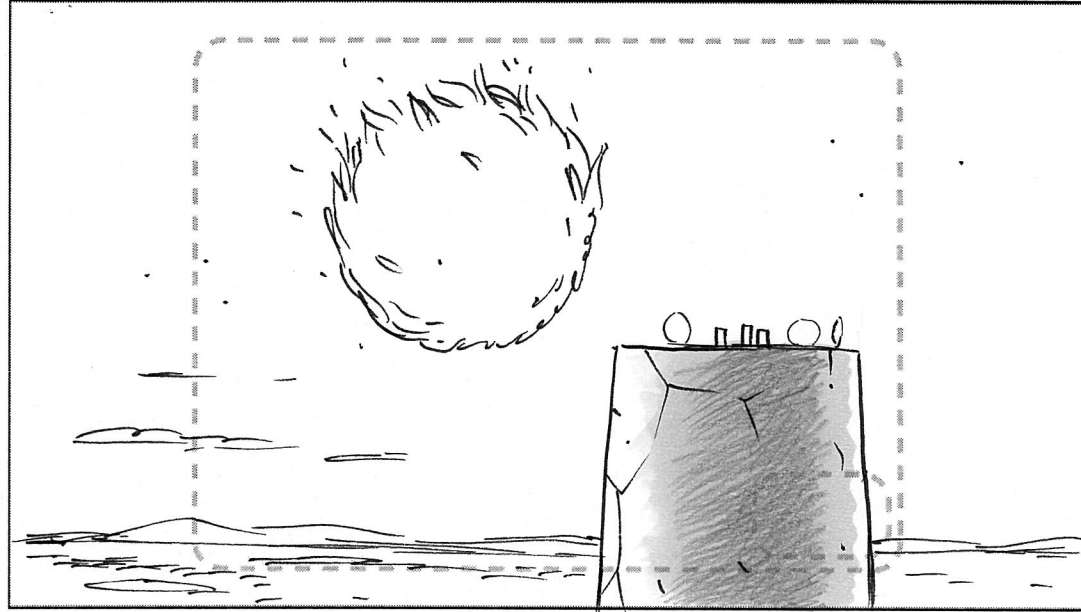
Page 228

Sc. 155

Pnl. A

Bg.

day night

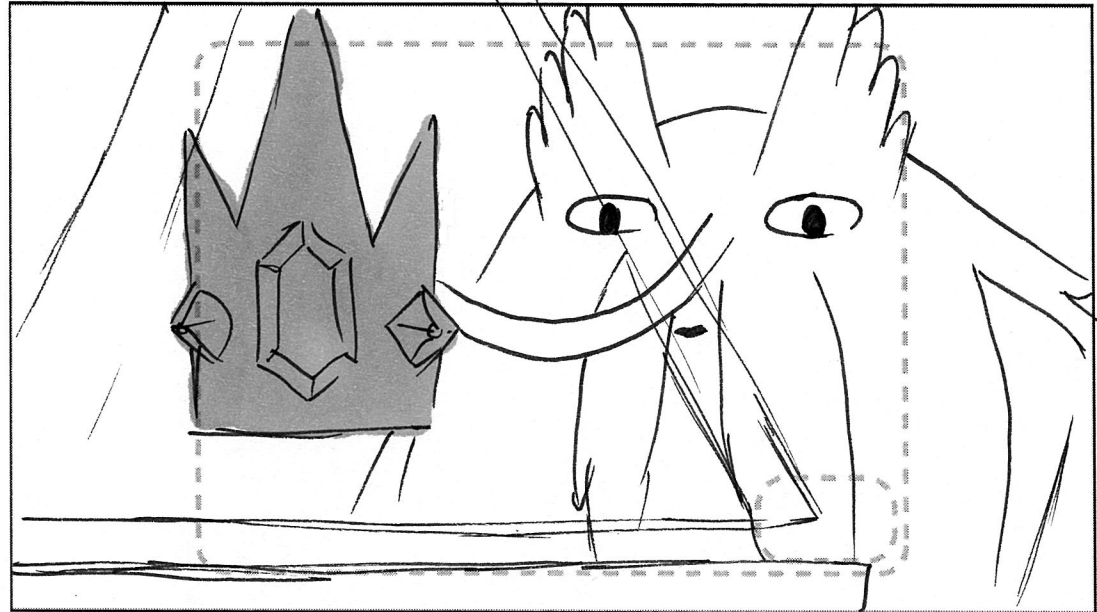


Sc. 156

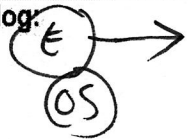
Pnl. A

Bg.

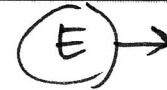
day night



Dialog:



You can do it,
You can do it,
3 2 1, →



Bonding,
Bonding,
yeah.

Action:

Timing:

EPISODE #

Production :

1025-178

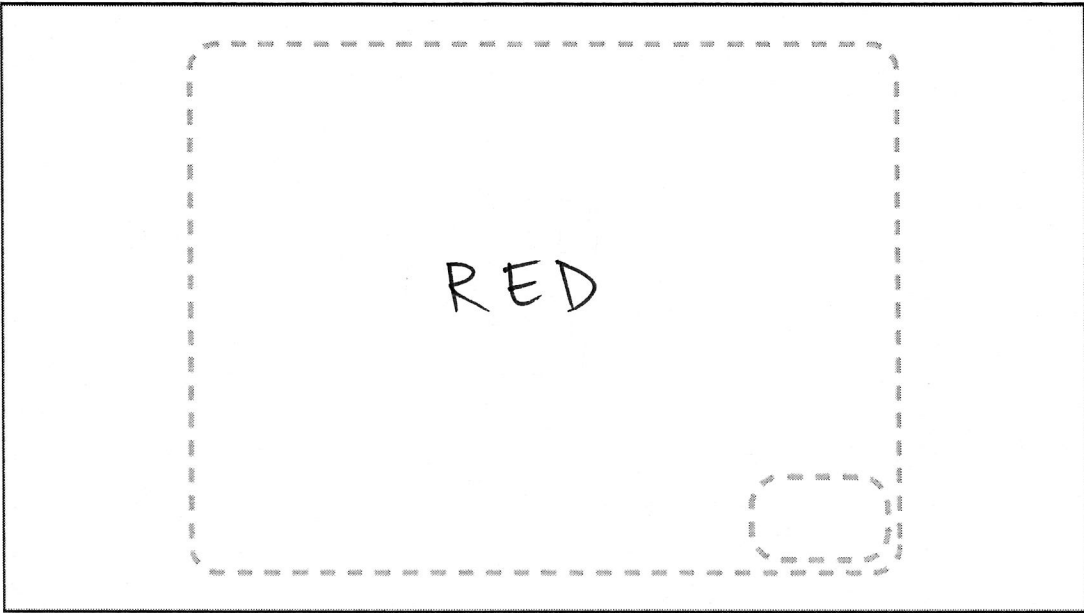
ADVENTURE TIME



Sc. 156 Pnl. B Bg. day night



Sc. 156 Pnl. C Bg. day night



Dialog:	
Action:	- Red ruby energy floods the screen -
Timing:	

EPISODE #

Production :

1025-178

ADVENTURE TIME



Page 230

Sc. 157

Pnl. A

Bg.

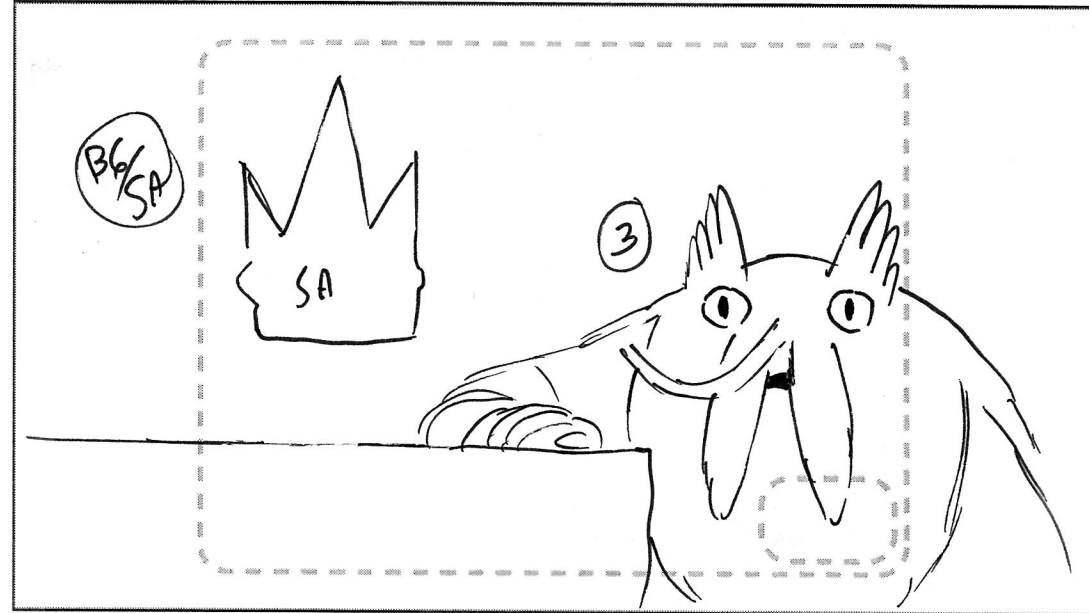
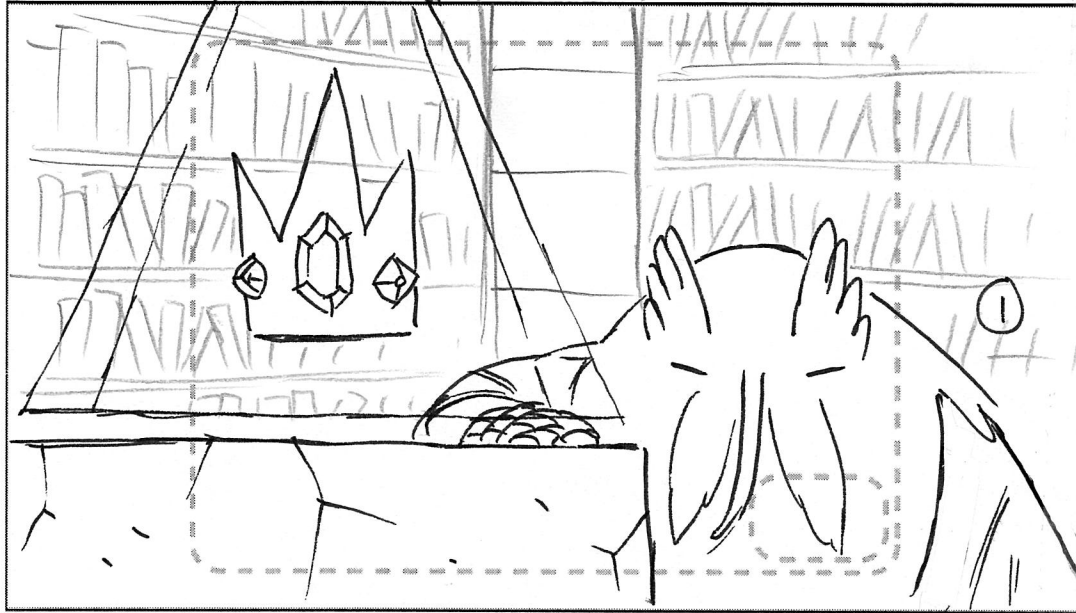
day night

Sc. 157

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:



Crown is now fully activated - colors are normal - bright and saturated.



(E:) It worked... I did it... I →

eyes open slowly from (2) to (3) then Evergreen speaks

EPISODE #

Production :

1025-178

ADVENTURE TIME



Page 231

Sc. 157

Pnl. C

Bg.

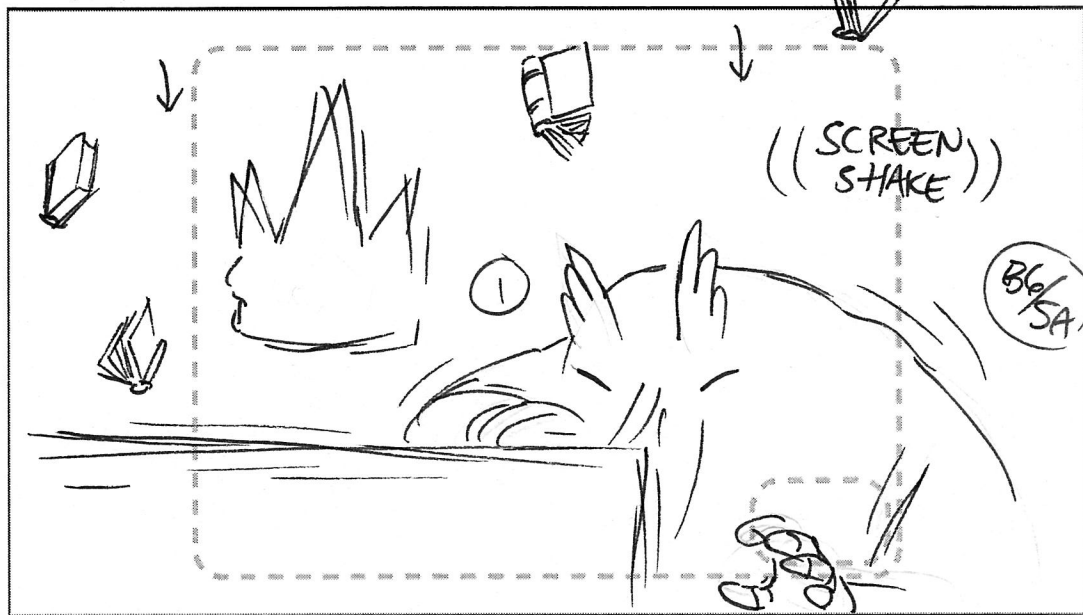
day night

Sc. 157

Pnl. D

Bg.

day night



Dialog:

SFX: { BOOM! }

Action: - screen shakes
- books fall from shelves.

Timing:



- Evergreen looks at the door.

EPISODE #

Production :

1025-178

ADVENTURE TIME



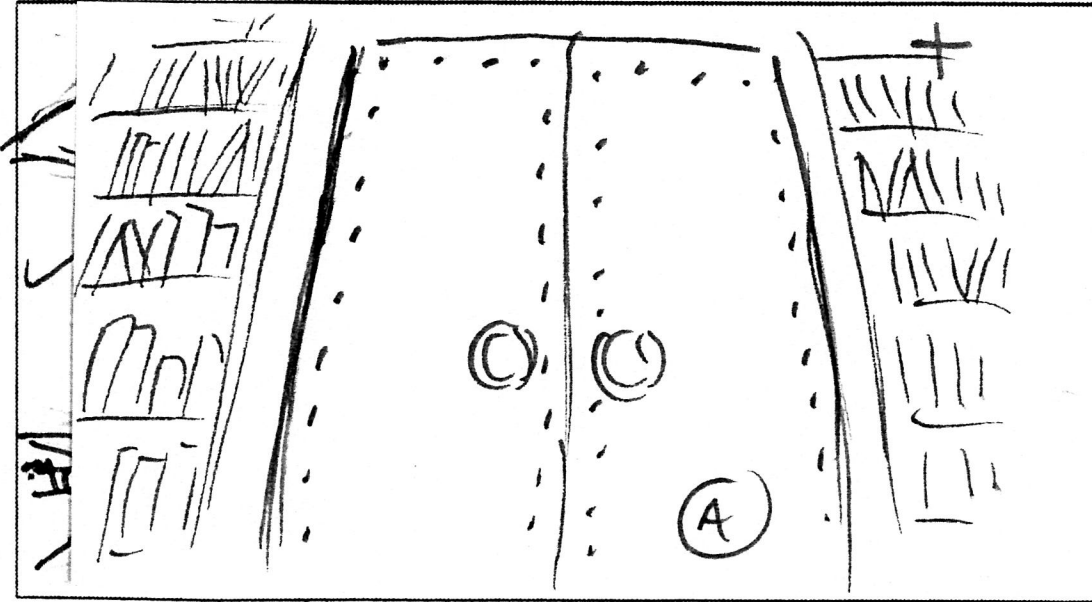
Page 232

Sc. 158

Pnl. A

Bg.

day night

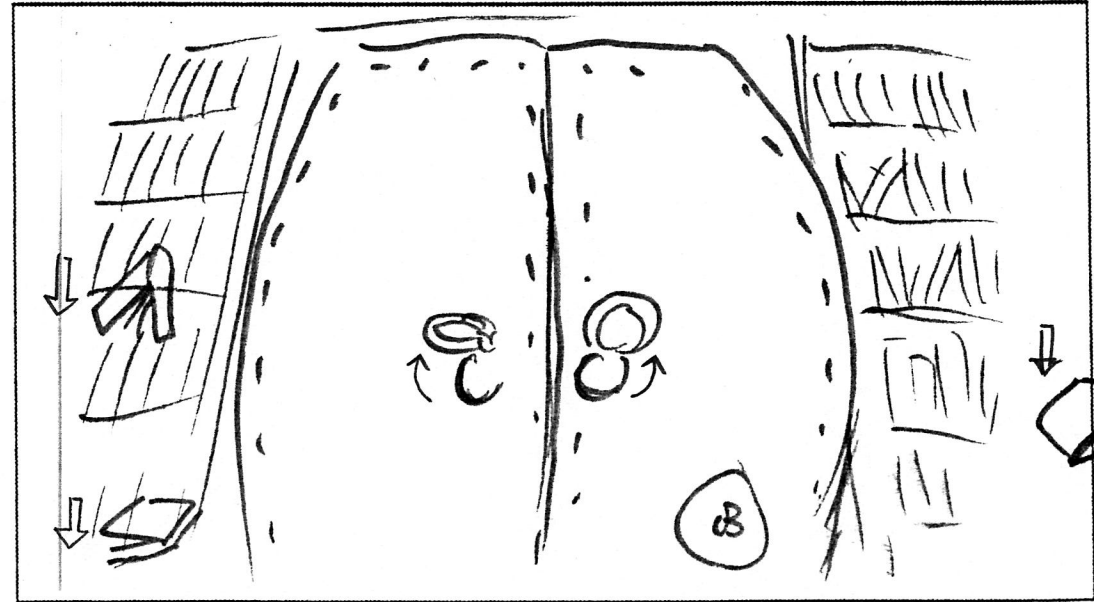


Sc. 158

Pnl. B

Bg.

day night



Dialog:

Action:

(B) (A)

Timing:

- BOO BOO BOO -

- Door bulges from impact on the other side.

EPISODE #

1025-178

Production :

ADVENTURE TIME



Page 233

Sc. 159

Pnl. A

Bg.

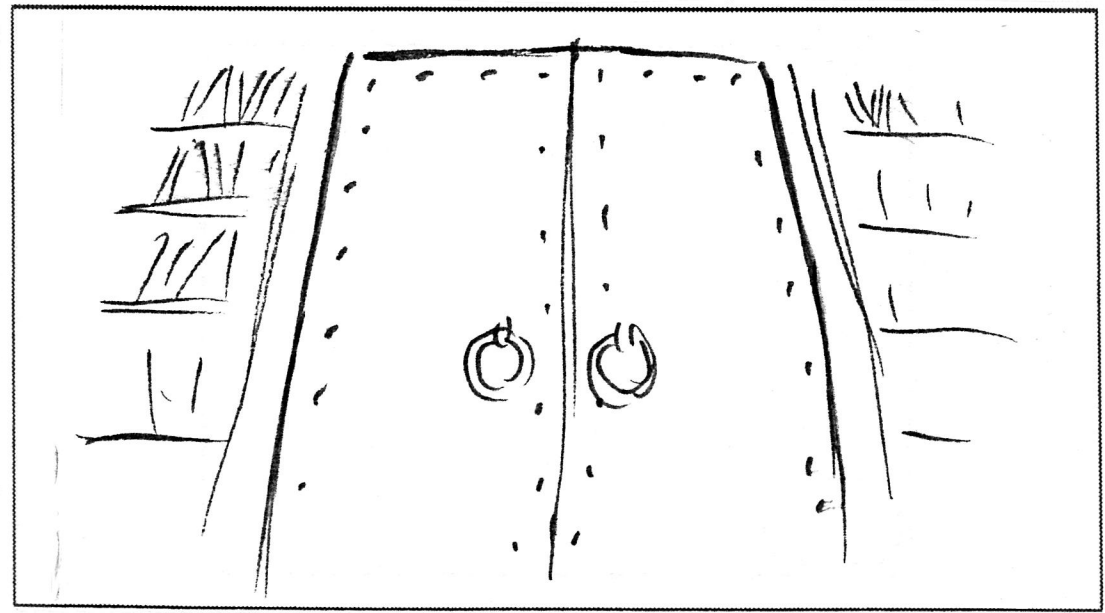
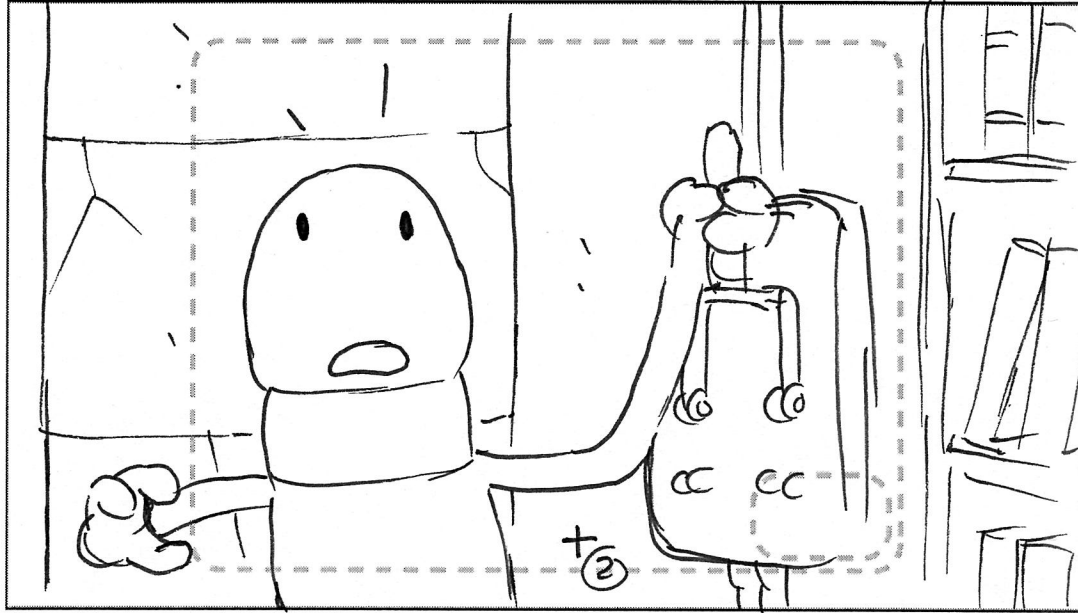
day night

Sc. 160

Pnl. A

Bg.

day night

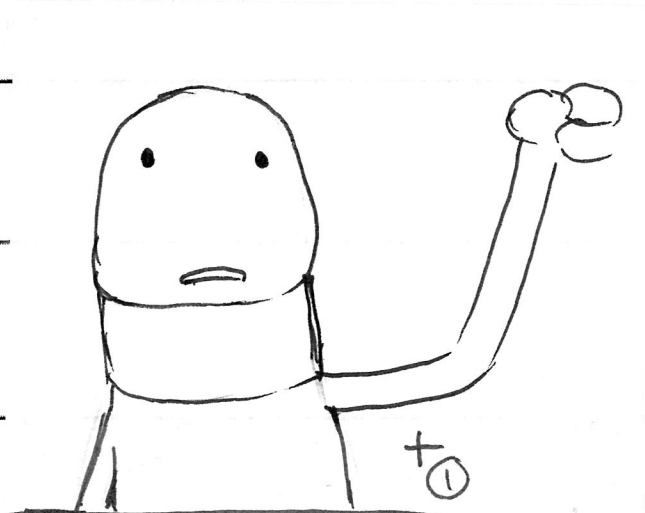


Dialog:

SFX: ② = BOOM! =

Action:

Timing:



EPISODE #

Production :

1025-178

ADVENTURE TIME



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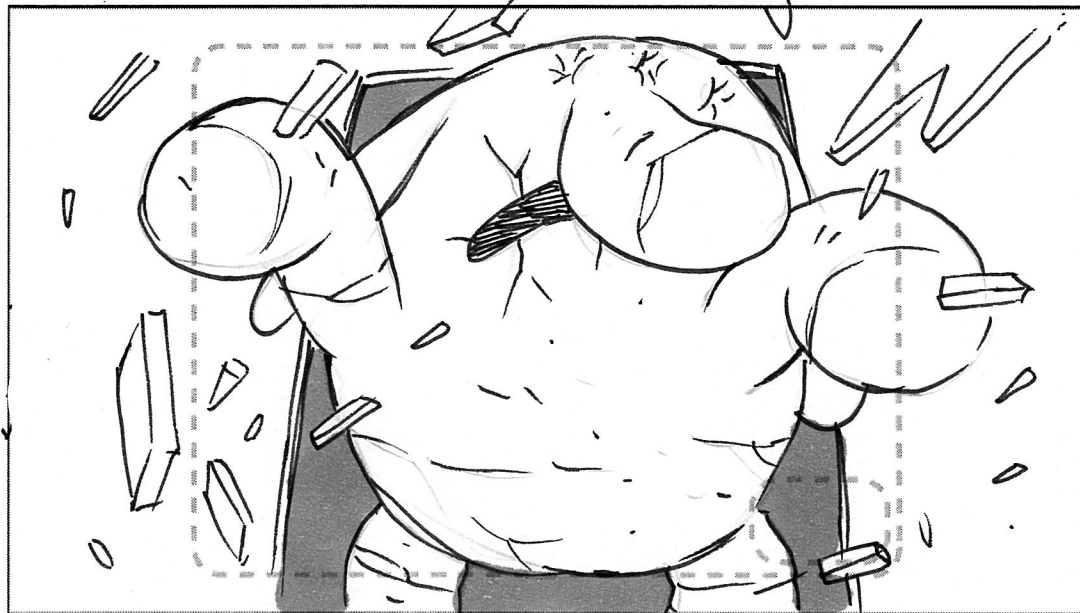
Sc. 160

Pnl.

B

Bg.

day night



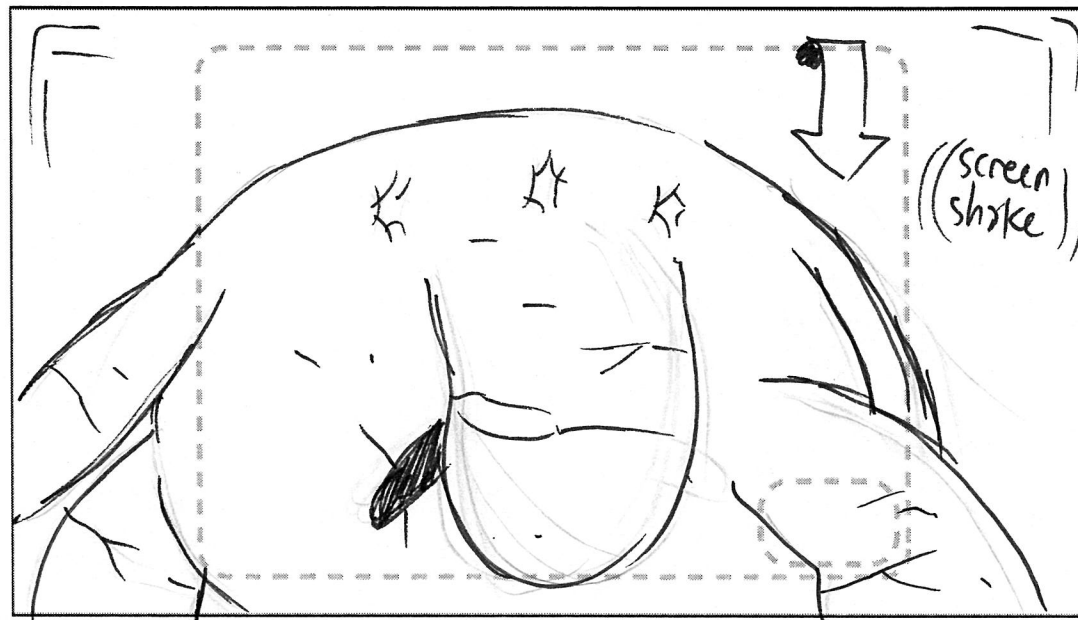
Sc. 160

Pnl.

C

Bg.

day night



Dialog:

SFX: CRASH - BOOM -

Action:

- Frozen lava dog breaks through door

Timing:

EPISODE #

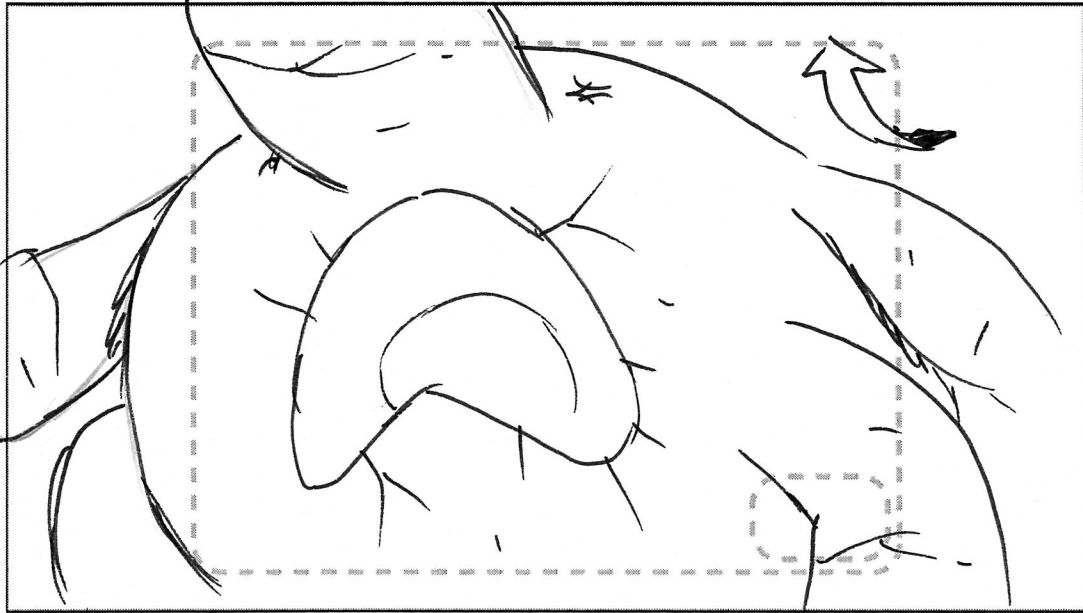
Production :

1025-178

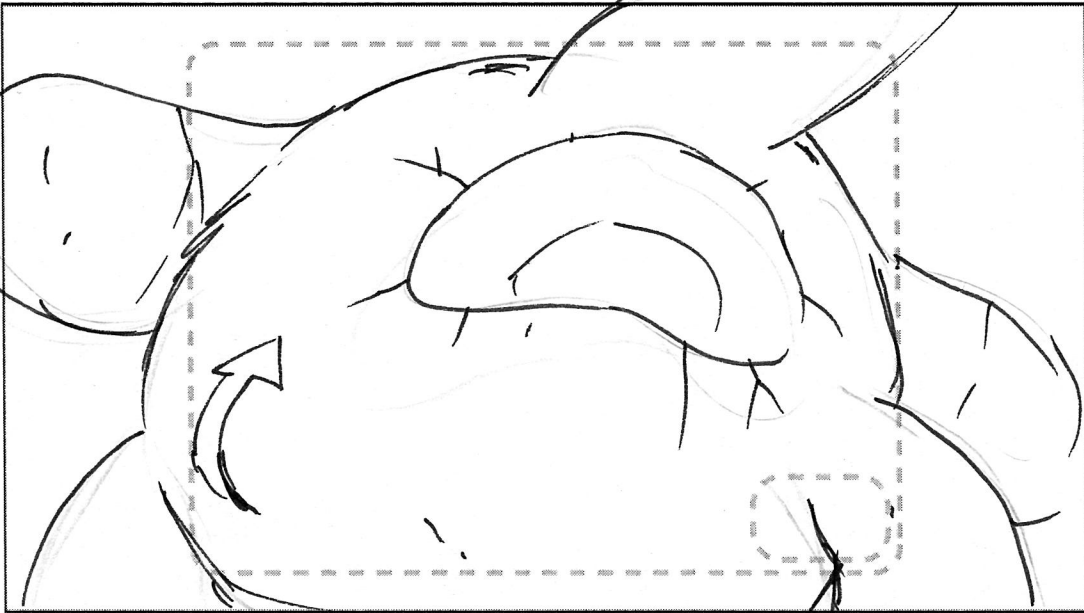
ADVENTURE TIME



Sc. 56⁰ Pnl. D Bg. day night



Sc. 16⁰ Pnl. E Bg. day night



Dialog:	(MAGWOOD:) ROO AAR RR--->
Action:	
Timing:	

EPISODE # 1025-178
Production :

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ADVENTURE TIME



160

Page 236

Sc. 160

Pnl.

F

Bg.

day night

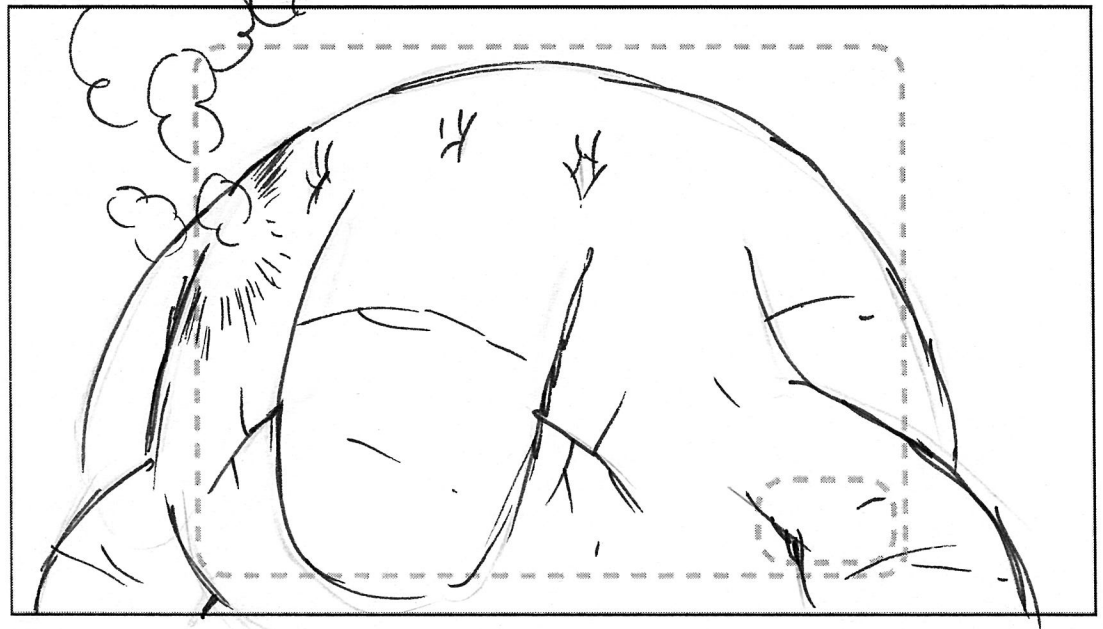
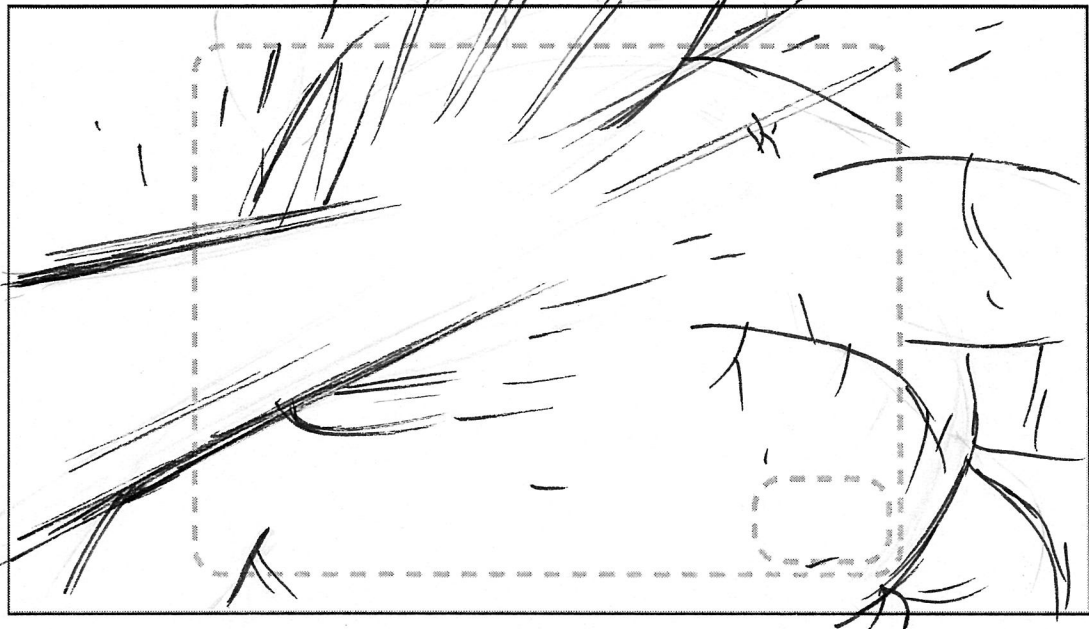
Sc.

Pnl.

G

Bg.

day night



Dialog:	SFX: ZAP!	- BEAT -
Action:	- Evergreen blasts lava dog with an ice-beam.	
Timing:		

EPISODE #

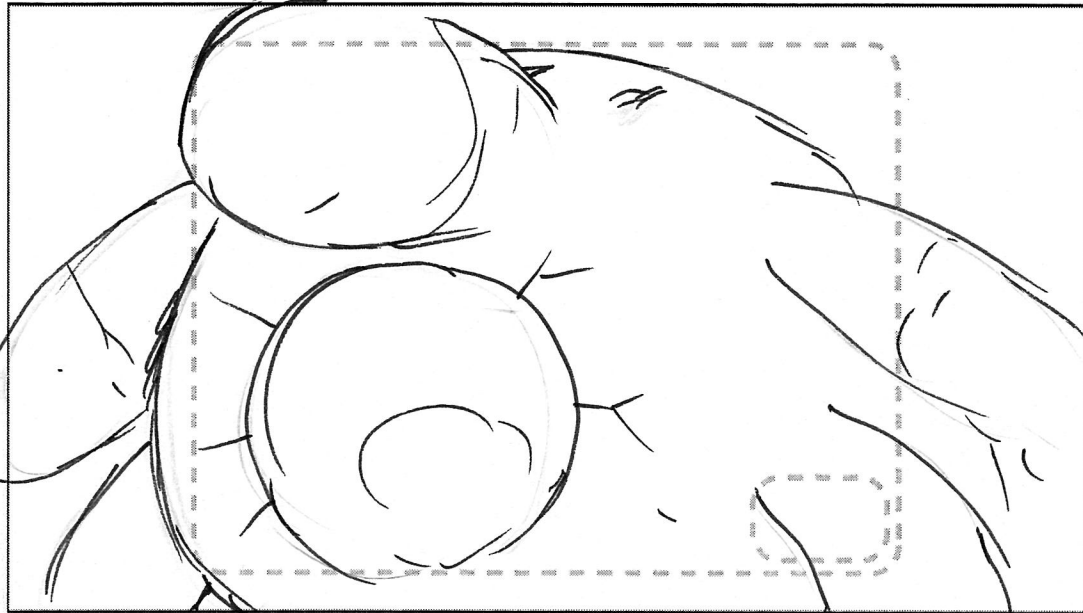
Production :

1025-178

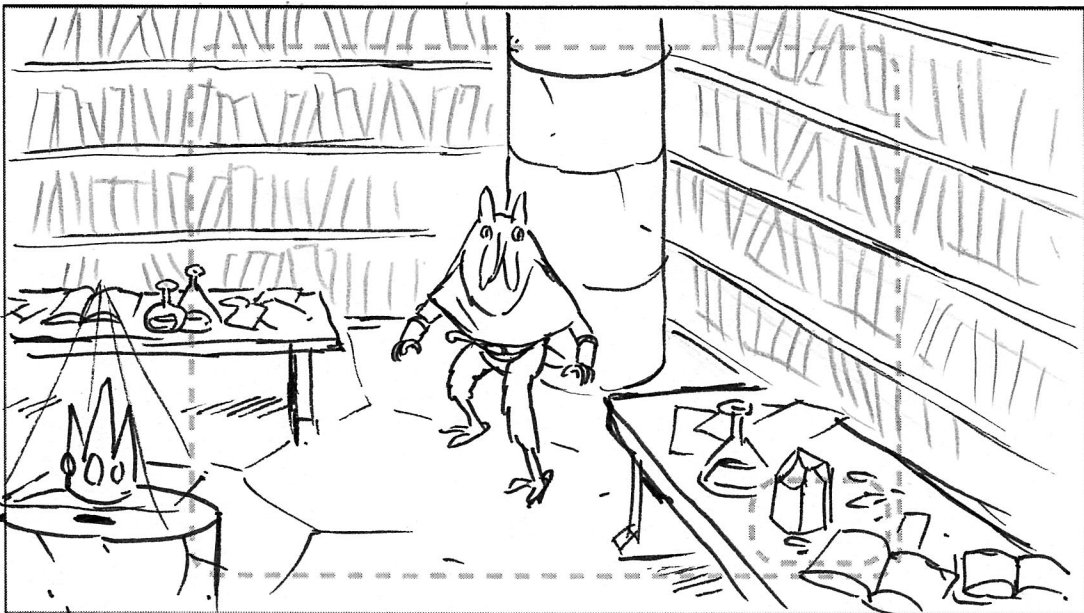
ADVENTURE TIME



Sc. 160 Pnl. H Bg. day night



Sc. 161 Pnl. A Bg. day night



Dialog:	(MAGWOOD): ROAR!	(E): Uh-oh...
Action:		
Timing:		

EPISODE #

Production :

1025-178

ADVENTURE TIME



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Sc. 162

Pnl. A

Bg.

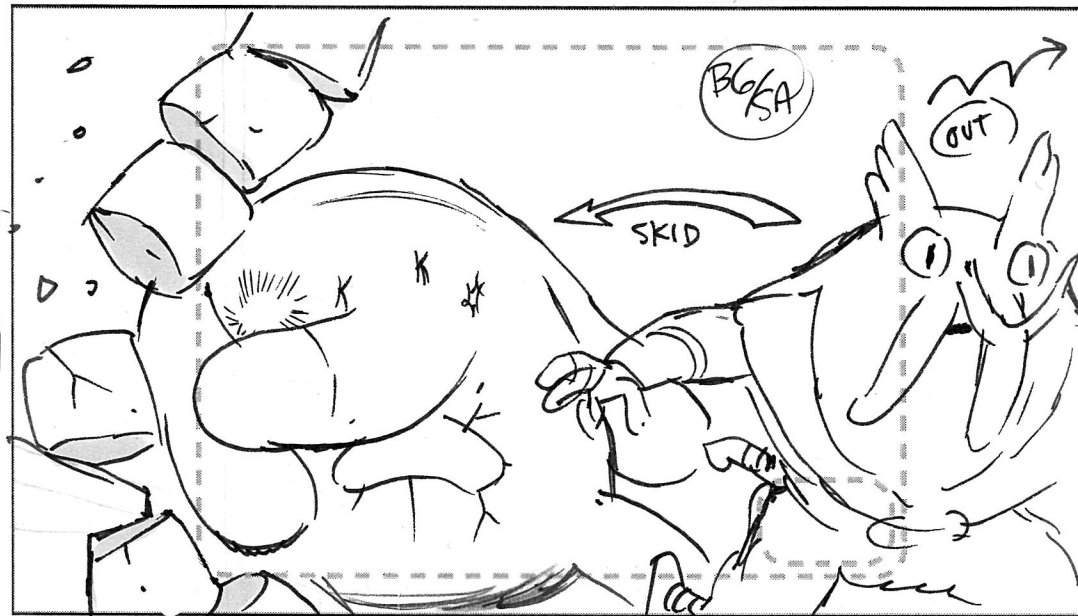
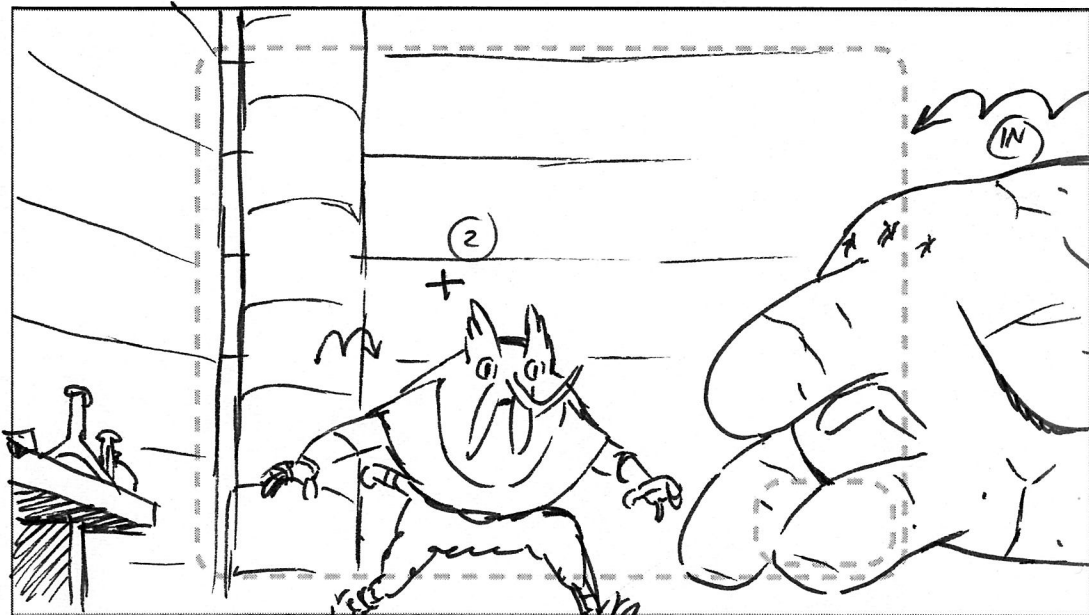
day night

Sc. 162

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:



(E) Ysh-ha-ha!

- Lava dog charges at evergreen, then slides into column as it tries to change direction.

EPISODE #

Production :

1025-178

ADVENTURE TIME



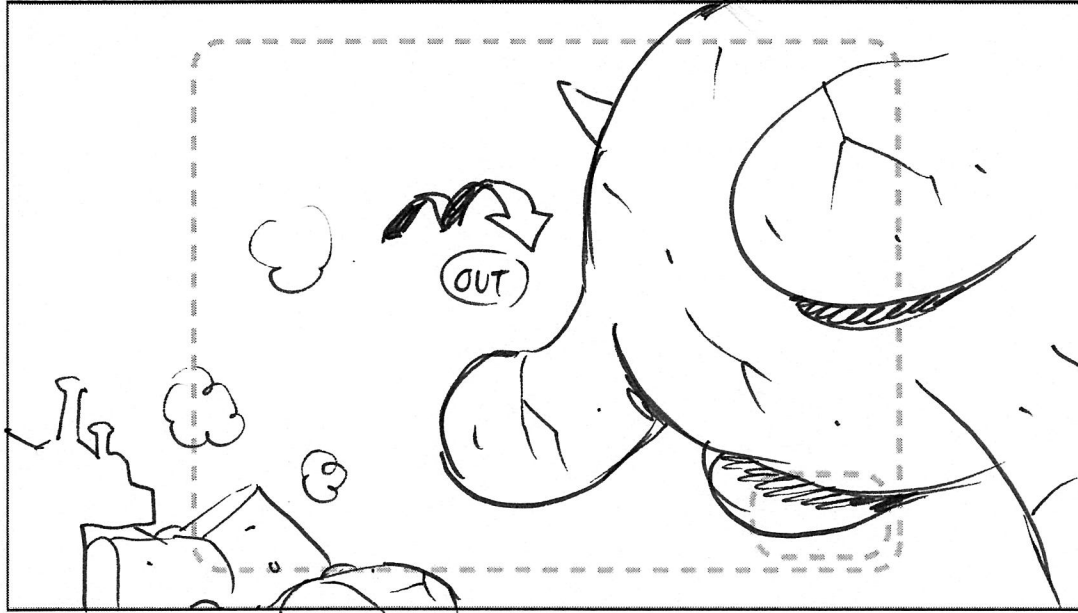
Page 239

Sc. 162

Pnl. C

Bg.

day night



Sc. 163

Pnl. A

Bg.

day night



Dialog:

(E:) (OS) c'mon now, —→

(E:) Who'd I ever do to you?!

Action: - Loud dog chases Evergreen off screen.

Timing:

EPISODE #

Production :

1025-178

ADVENTURE TIME



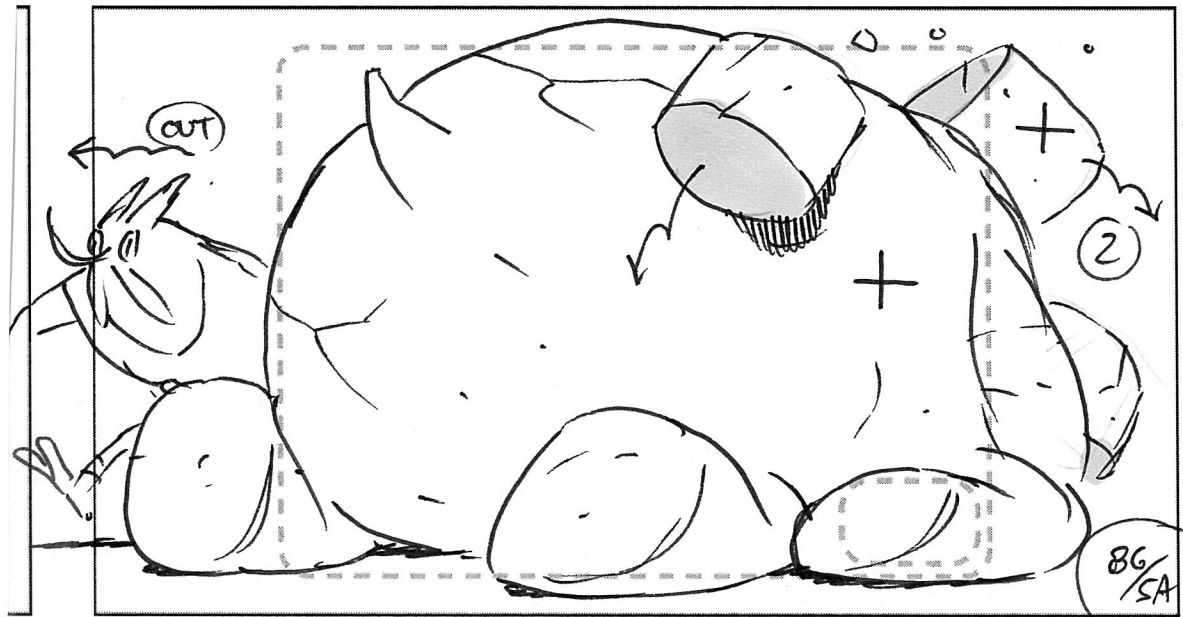
Page 240

Sc. 163

Pnl. B

Bg.

day night



(E:) gyah!

SFX: SMASH!

- Lava dog charges into second column

EPISODE #

Production :

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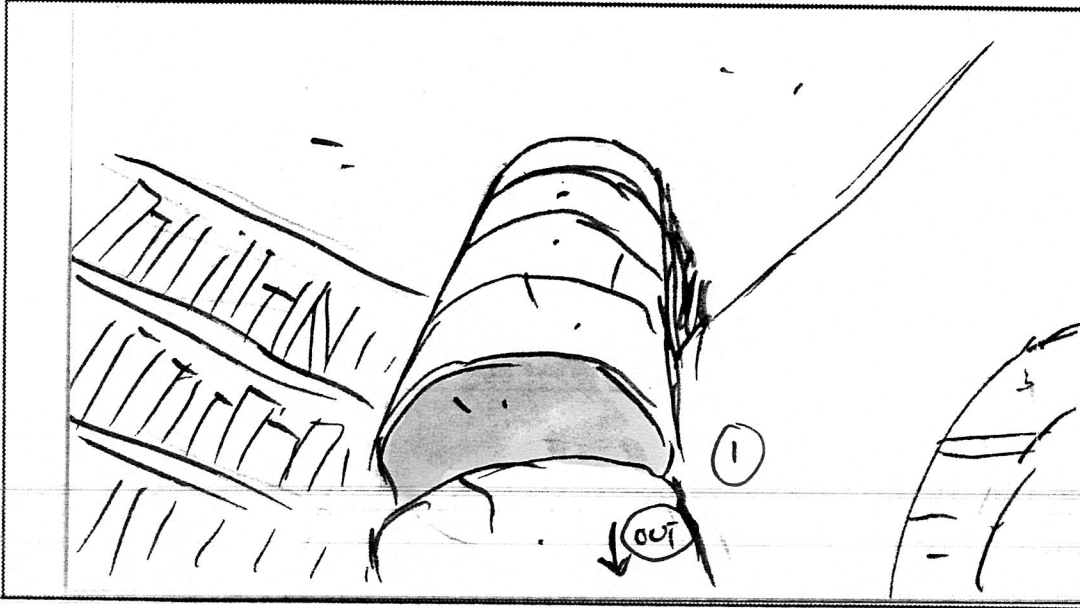
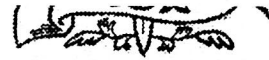
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Sc. 169

Pnl. A

Bg.

day night



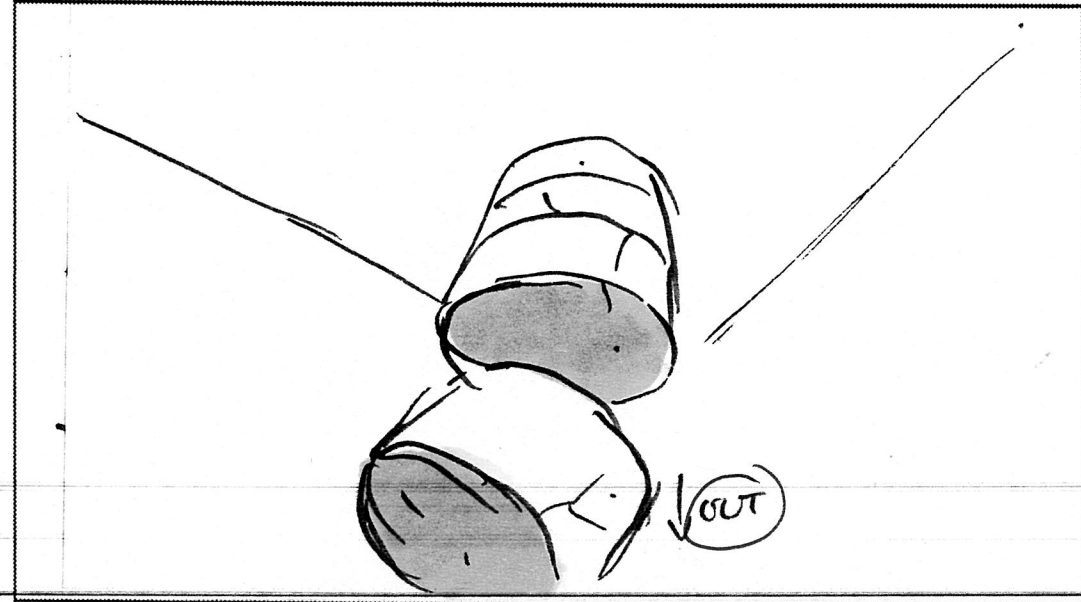
Sc. 169

Pnl. B

Bg.

day night

Page 241

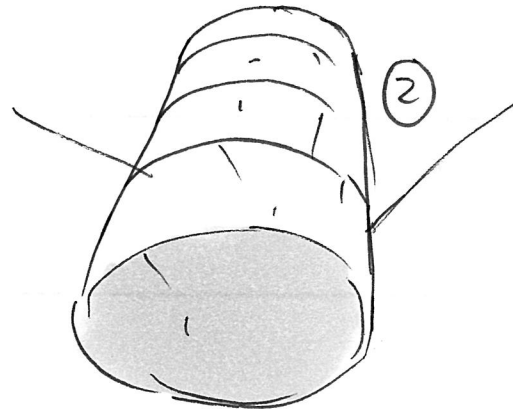


Dialog:

(SFX:) SMASH

Action:

Timing:



(SFX:) SMASH

- column blocks fall.

EPISODE #

1025-178

Production :

ADVENTURE TIME



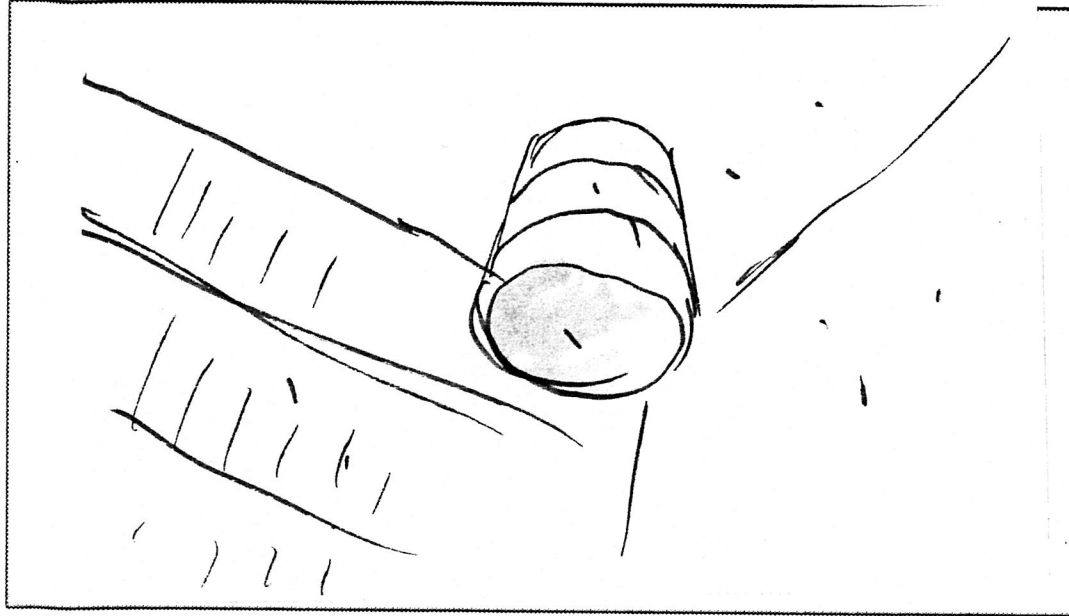
Page 242

Sc. 164

Pnl. C

Bg.

day night

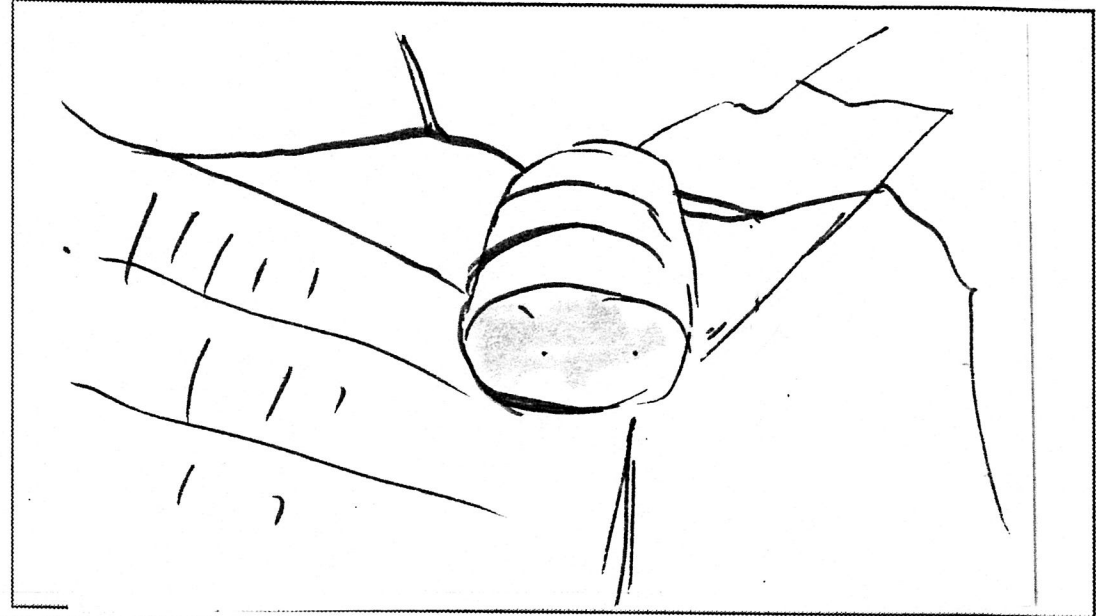


Sc. ~~163~~ 164

Pnl. D

Bg.

day night



EPISODE #

1025-178

Dialog:

Action:

Timing:

(SFX) cr-crack!

- ceiling cracks

Production :

ADVENTURE TIME



Page 243

Sc. 165

Pnl. A

Bg.

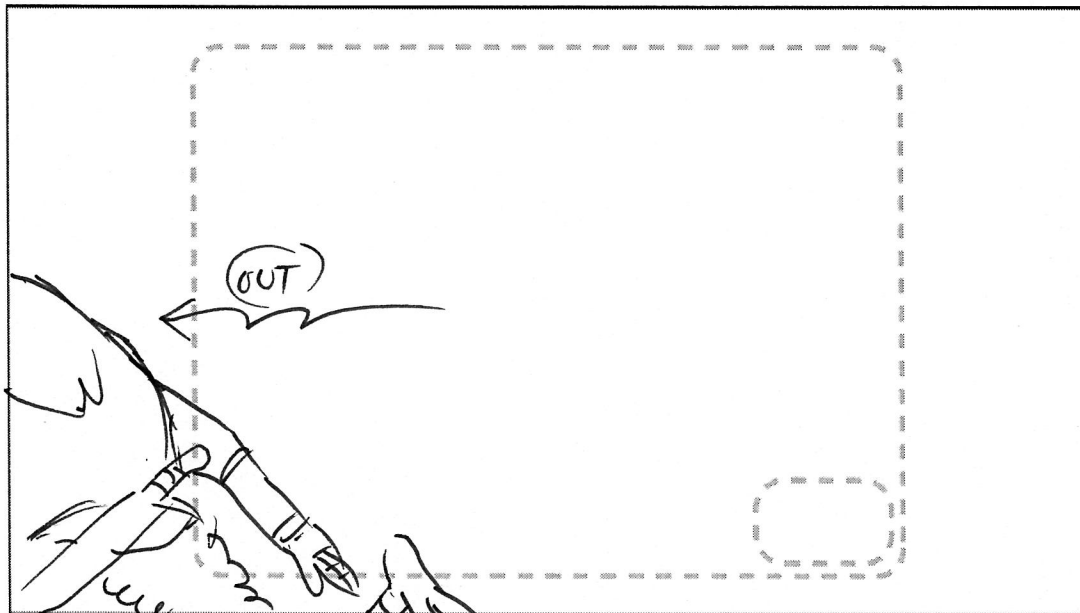
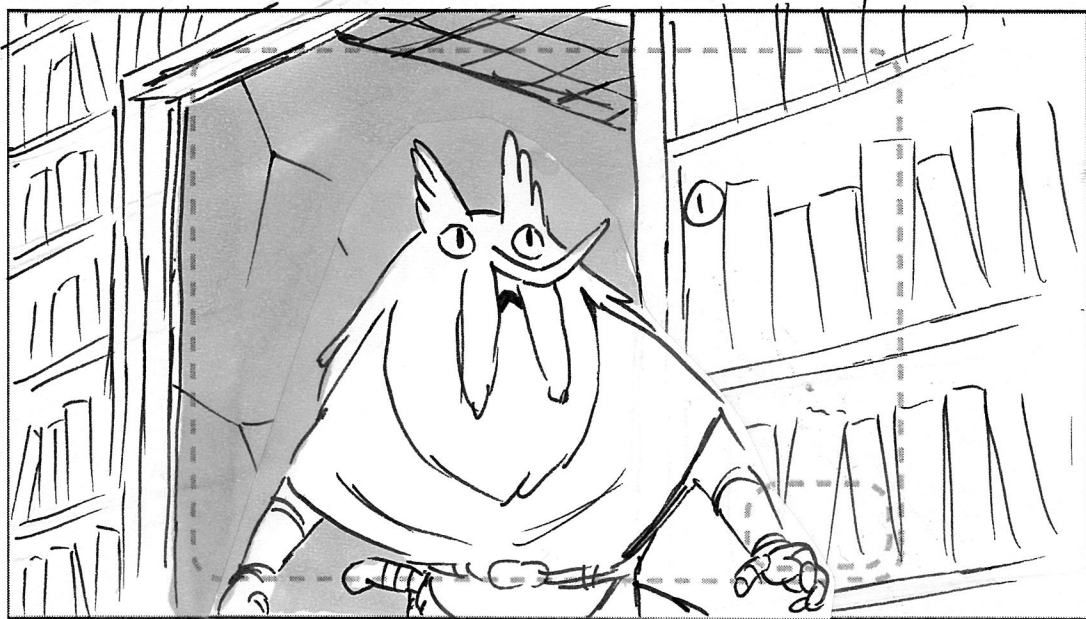
day night

Sc. 165

Pnl. B

Bg.

day night



Dialog:

(E) ^① Watch the columns stupid!
ALT: dummy! ^②

(E) Whoops!

Action:



Timing:

EPISODE #

Production :

1025-178

ADVENTURE TIME



Sc. 165

Pnl. C

Bg.

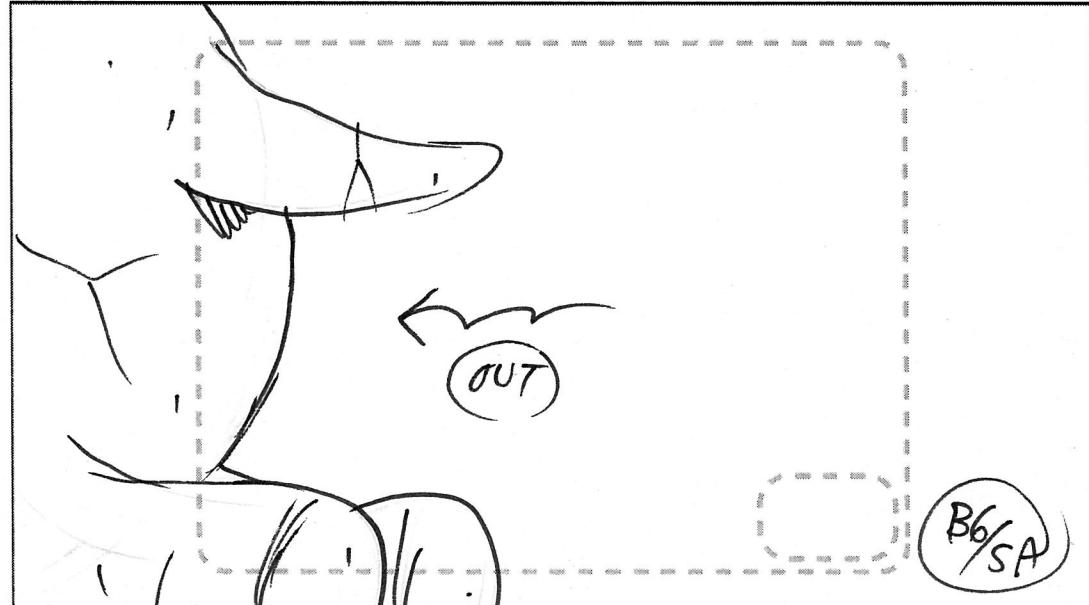
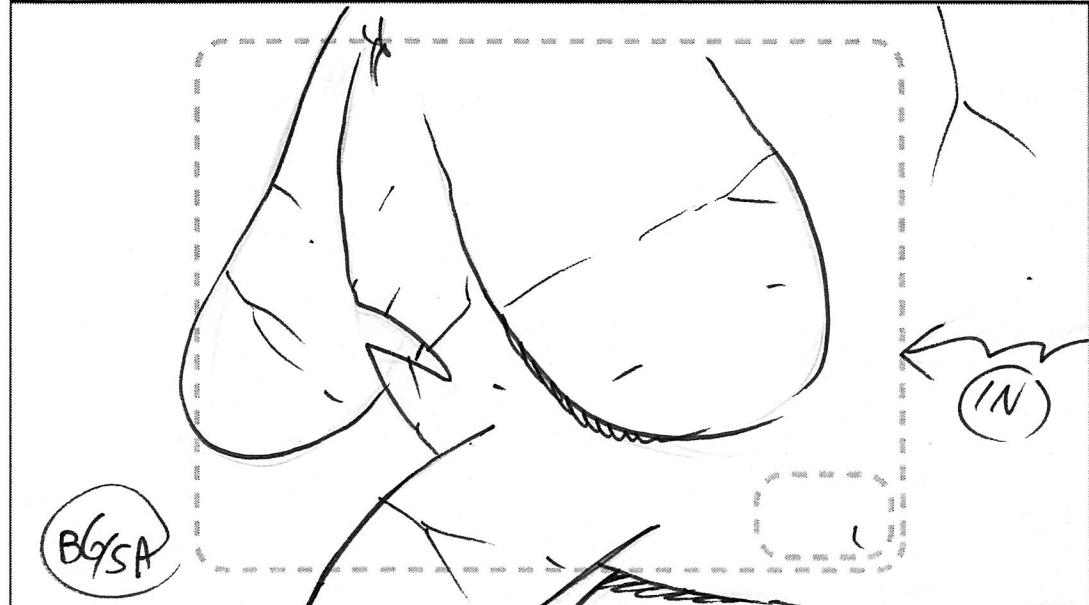
day night

Sc. 165

Pnl. D

Bg.

day night



Dialog:
Action:
Timing:

EPISODE #

Production :

1025-178

ADVENTURE TIME



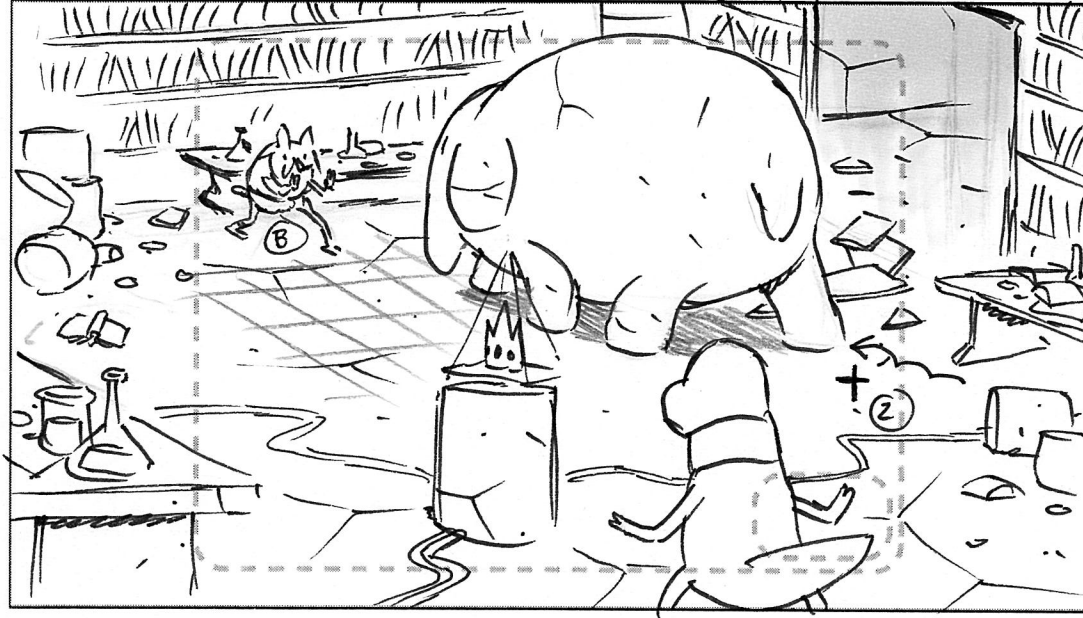
Page 249

Sc. 166

Pnl. A

Bg.

day night

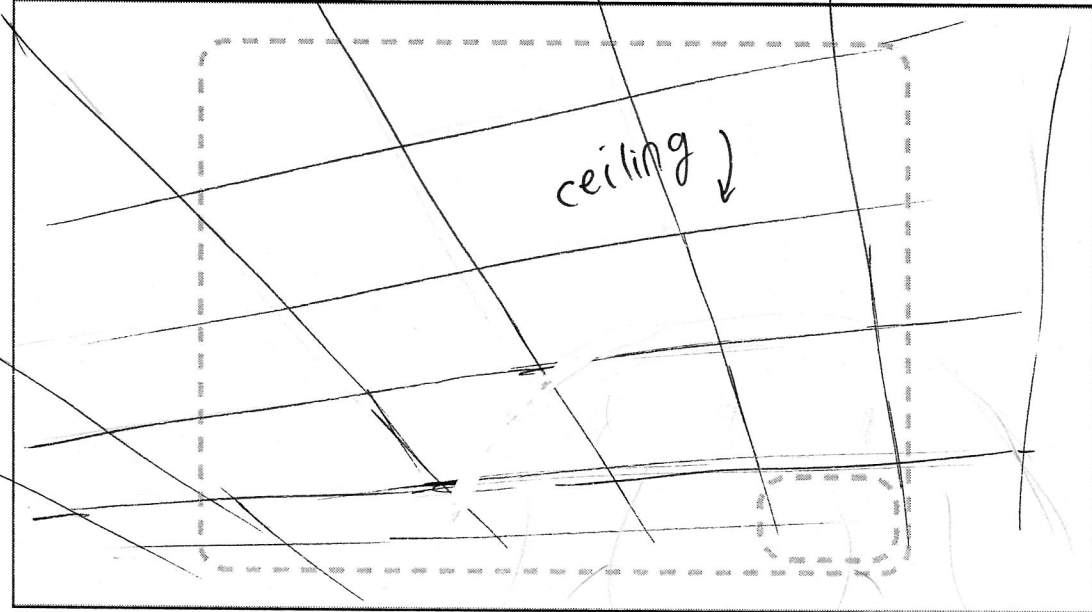


Sc. 167

Pnl. A

Bg.

day night



Dialog:

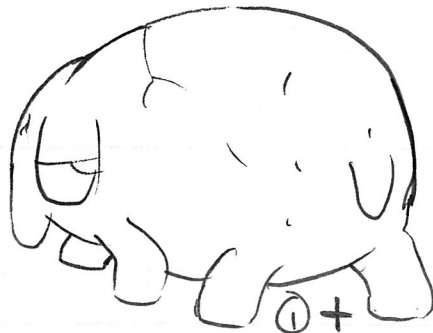
(E) Easy now...

Action

Evergreen: A BAB



Timing



- Lava dog slowly advances on Evergreen.

EPISODE #

Production :

1025-178

ADVENTURE TIME



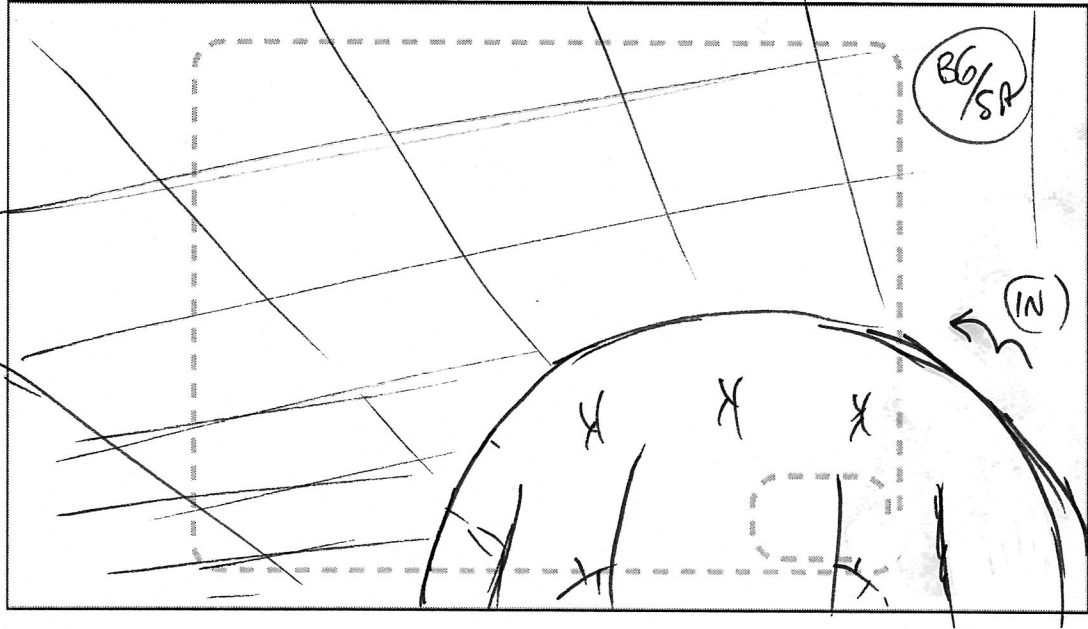
Sc. 167

Pnl.

B

Bg.

day night



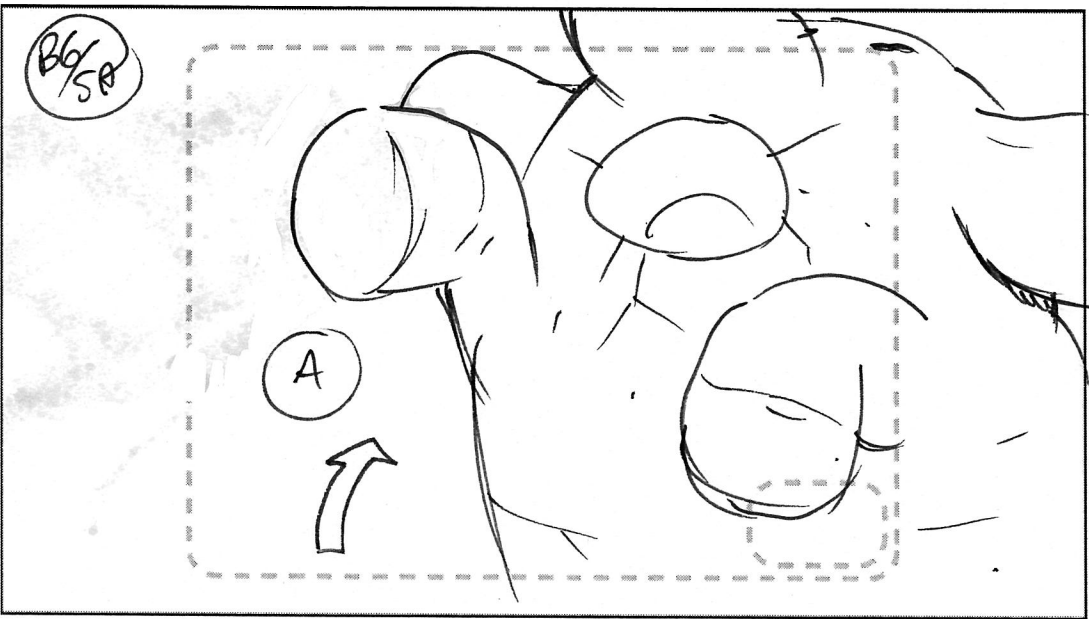
Sc. 167

Pnl.

C

Bg.

day night



Dialog:

MAGWOOD: ROARR!!

Action:

A B A

Timing:

EPISODE #

Production :

1U25-178

ADVENTURE TIME



Sc. 167

Pnl. D

Bg.

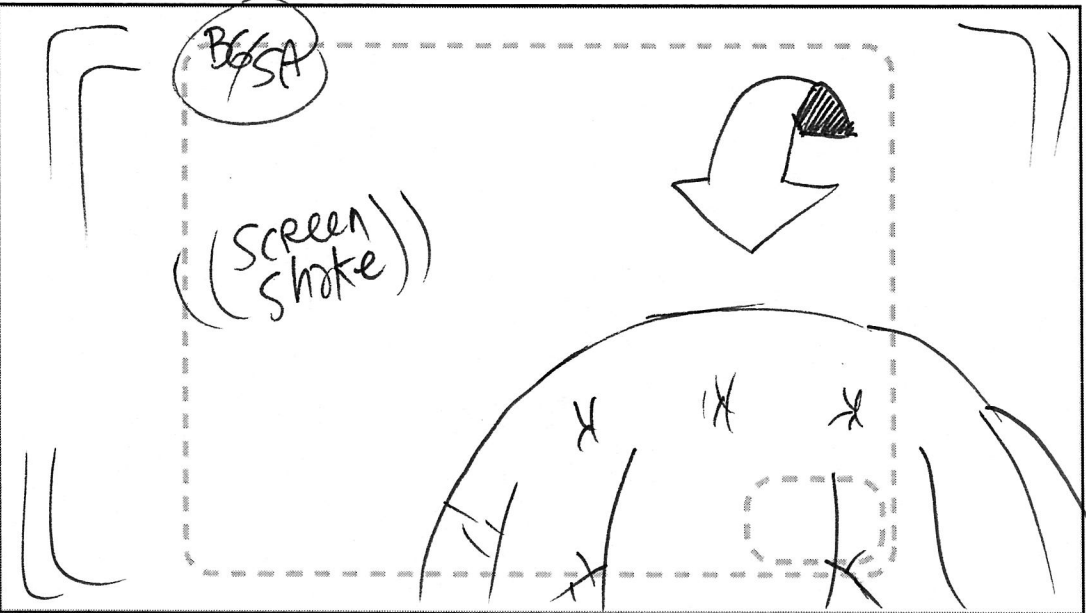
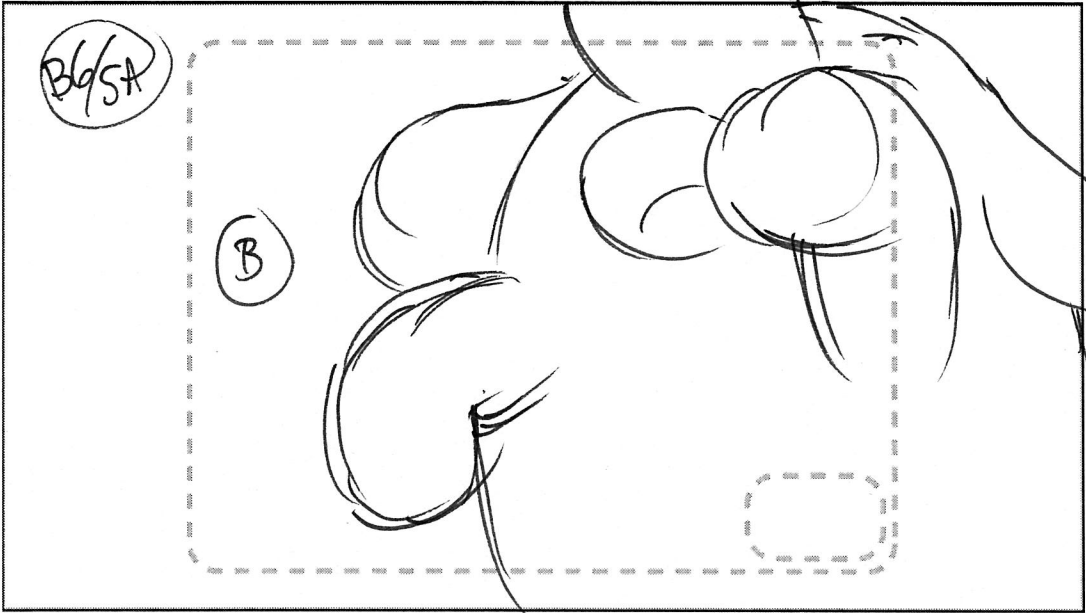
day night

Sc. 167

Pnl. E

Bg.

day night



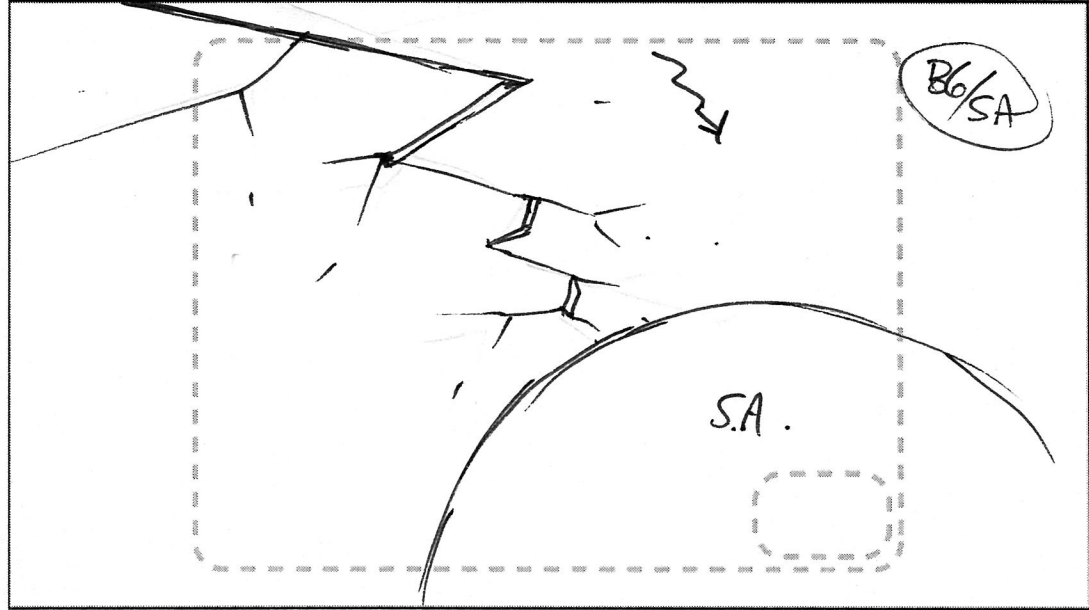
Dialog:	SFX: BOOM!
Action:	
Timing:	

EPISODE # 1025-178
Production :

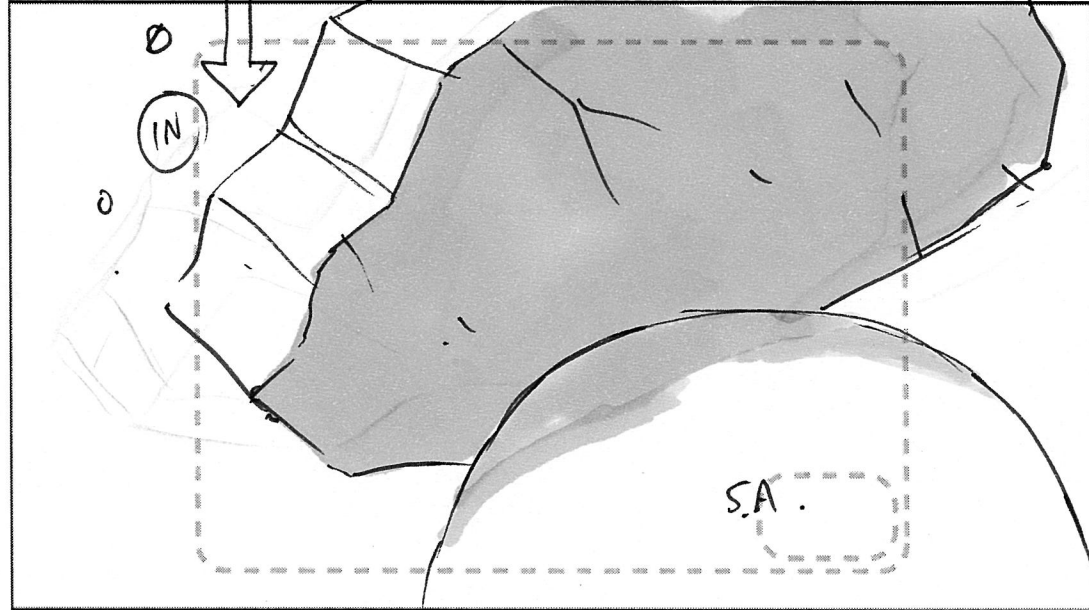
ADVENTURE TIME



Sc. ~~167~~ 167 Pnl. F Bg. day night



Sc. 167 Pnl. G Bg. day night



Dialog: SFX: - CRRAACKK! -

Action: - ceiling cracks. - ceiling chunk falls on Louie dog.

Timing:

EPISODE # 1025-178

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ADVENTURE TIME



Sc. 167

Pnl. H

Bg.

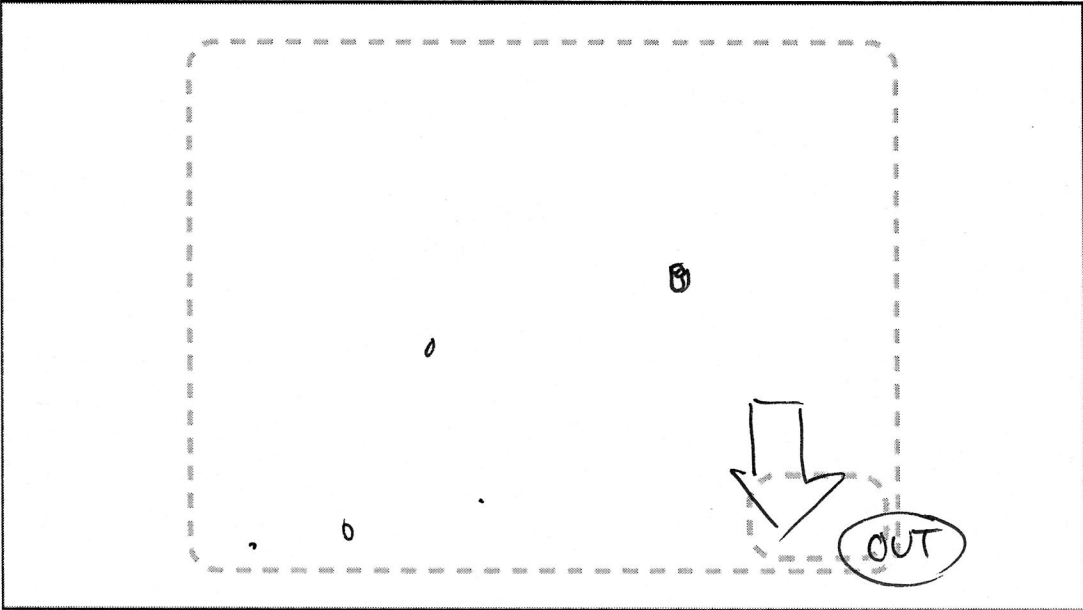
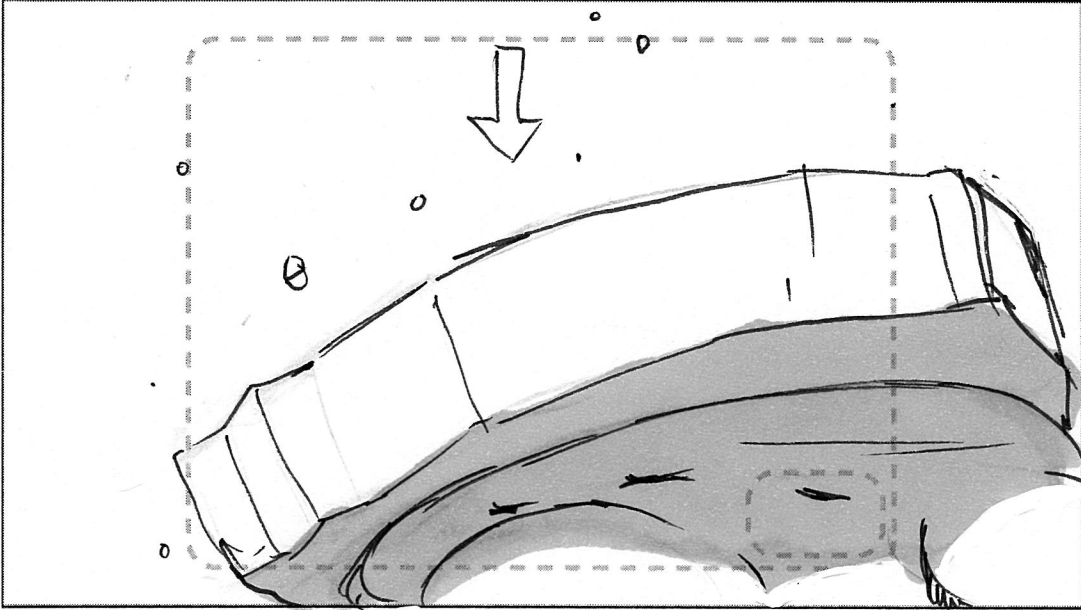
day night

Sc. 167

Pnl. I

Bg.

day night



Dialog:
Action:
Timing:

EPISODE #

Production :

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ADVENTURE TIME



Page 250

Sc. 168

Pnl. A

Bg.

day night



Sc. 168

Pnl. B

Bg.

day night



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1005-178

Dialog:

(E) Oh wow!
Did you see
that Gunt --

Action:

Timing:

Sfx: smash

(E) oof!

* moan *
ch...

- ceiling chunk
falls on Evergreen

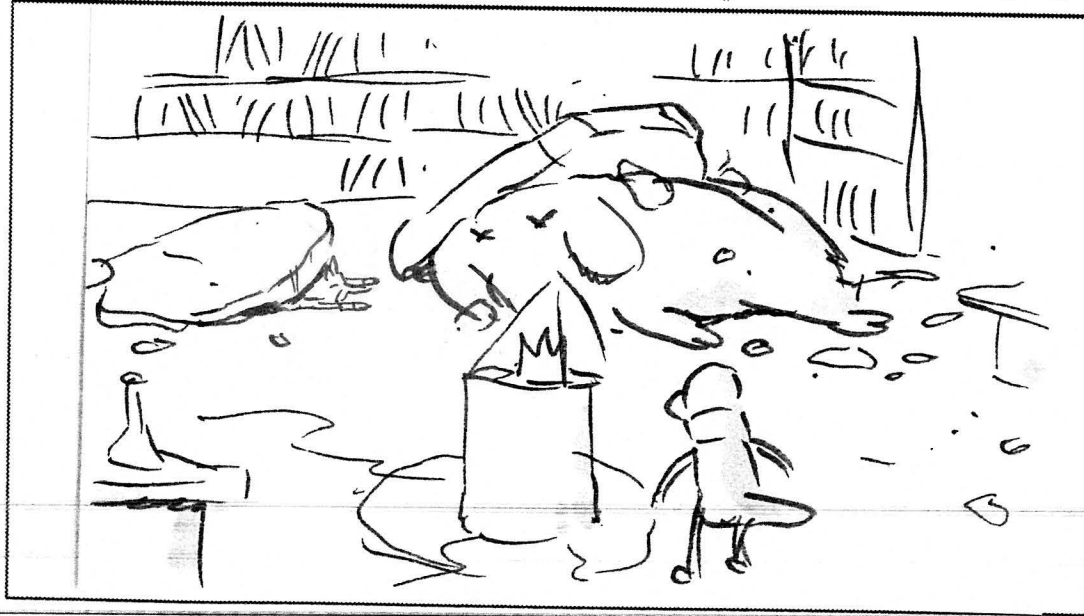
Production :

Sc. 169

Pnl. A

Bg.

day night

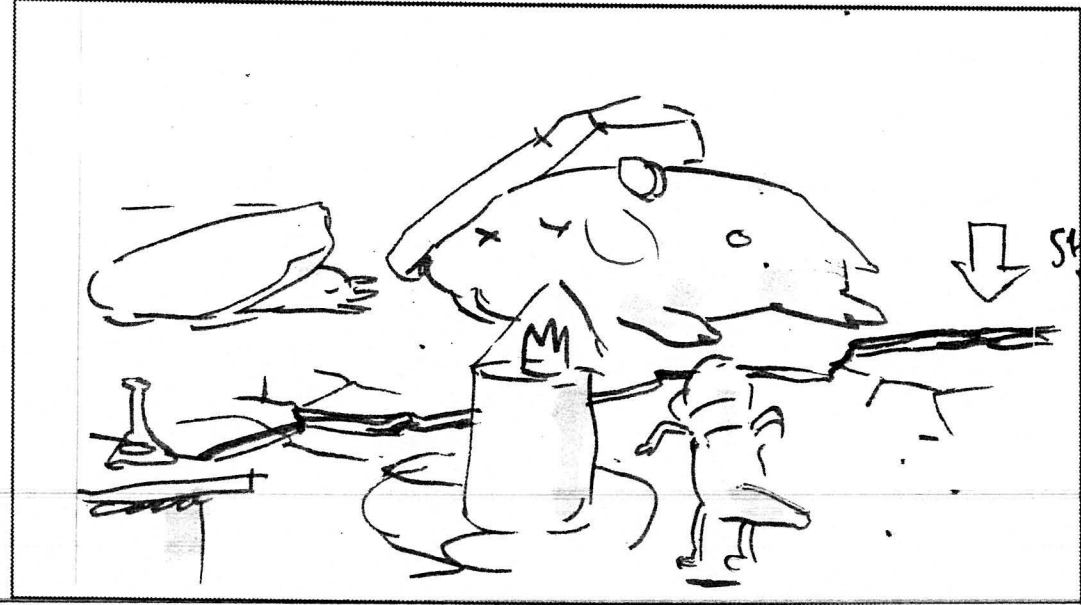


Sc. 169

Pnl. B

Bg.

day night



SHIFT
DOWN

Dialog:

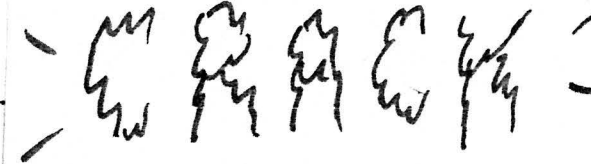
E

Ow, my front bone!

Action:

Timing:

SFX:



- floor

cracks in half. Gunther's side
shifts down several inches
instantly.

EPISODE #

Production :

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ADVENTURE TIME



Page M 252

Sc. 169

Pnl. C

Bg.

day night

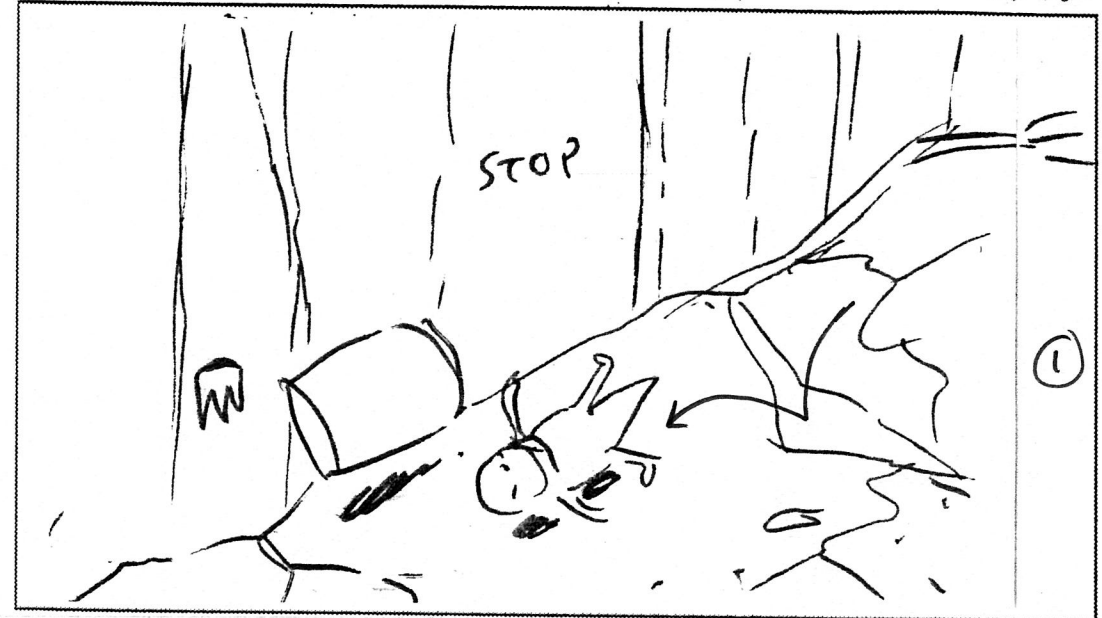


Sc. 169

Pnl. D

Bg.

day night



Dialog:

(SFX: SMASH

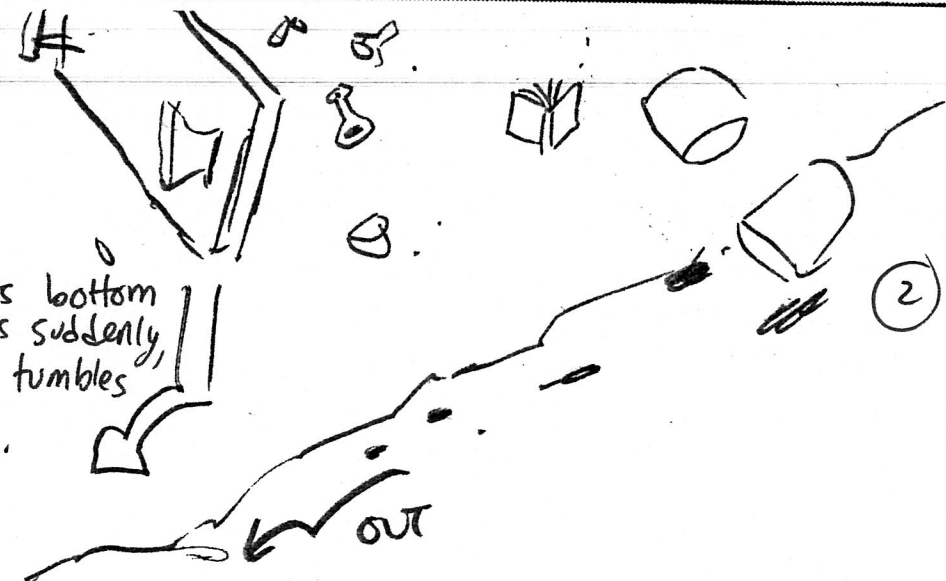
Action:

- Floor collapses
(Evergreen stays in place,
Gunther falls)

Timing:

SMASH!

- Floor hits bottom
and stops suddenly,
Everything tumbles
offscreen.



EPISODE #

1025-178

Production :

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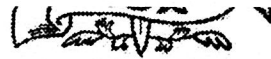
Sc. 169

Pnl.

E

Bg.

day night



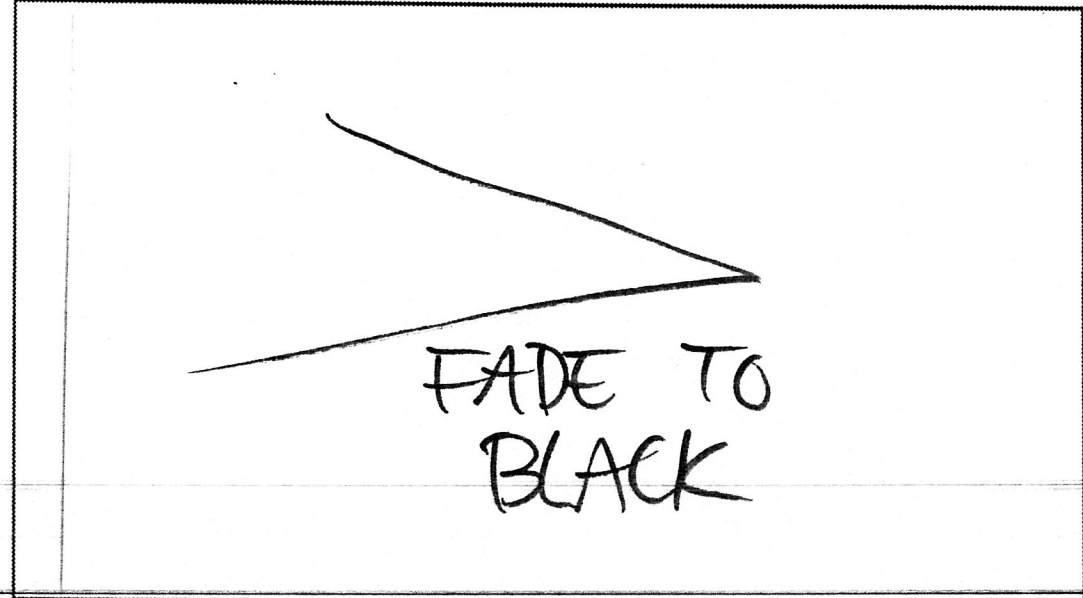
Sc.

Pnl.

Bg.

day night

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FADE TO
BLACK

Dialog:

Action:

Timing:

SMASH!

SMASH!

EPISODE #

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Production :

ADVENTURE TIME



Page 254

Sc. 170

Pnl. A

Bg.

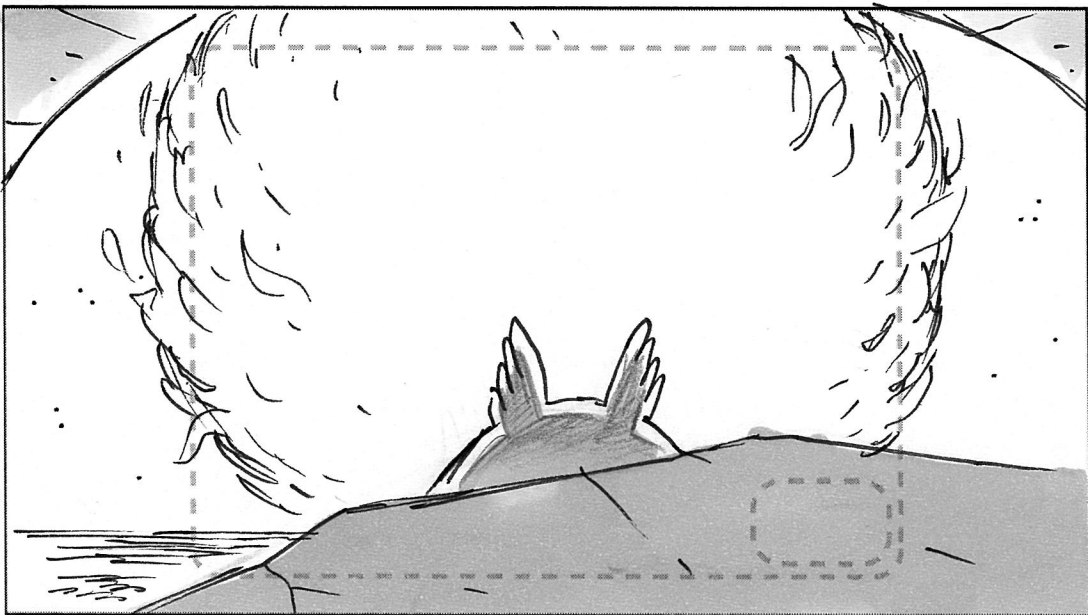
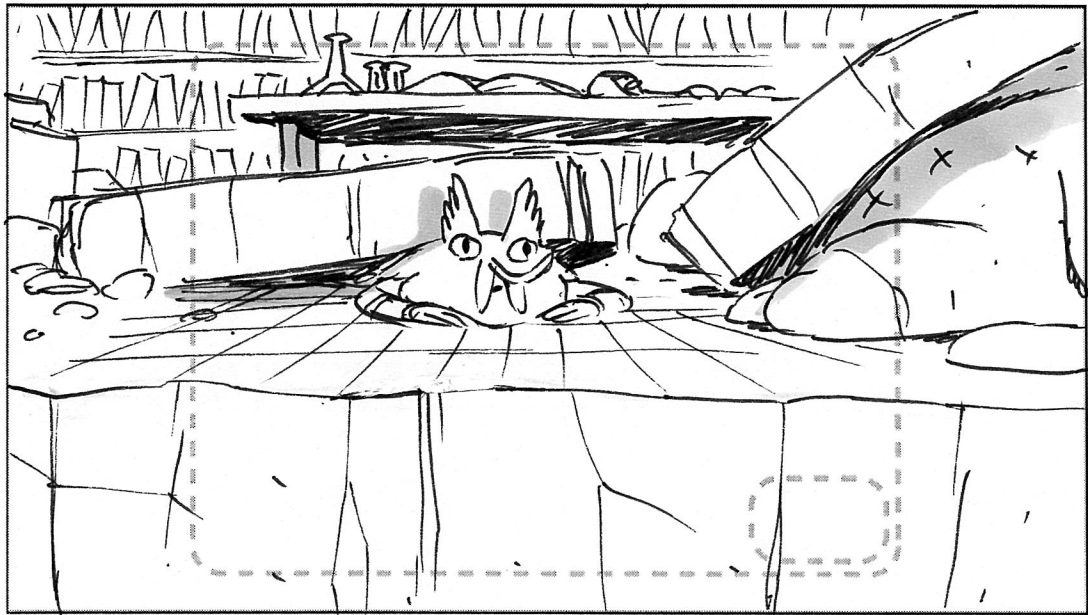
day night

Sc. 171

Pnl. A

Bg.

day night



Dialog:	<u>EVERGREEN:</u> Gunther...	<u>E:</u> Gunther can you hear me?
Action:		
Timing:		

EPISODE #

Production :

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ADVENTURE TIME



Page 255

Sc. 172

Pnl. A

Bg.

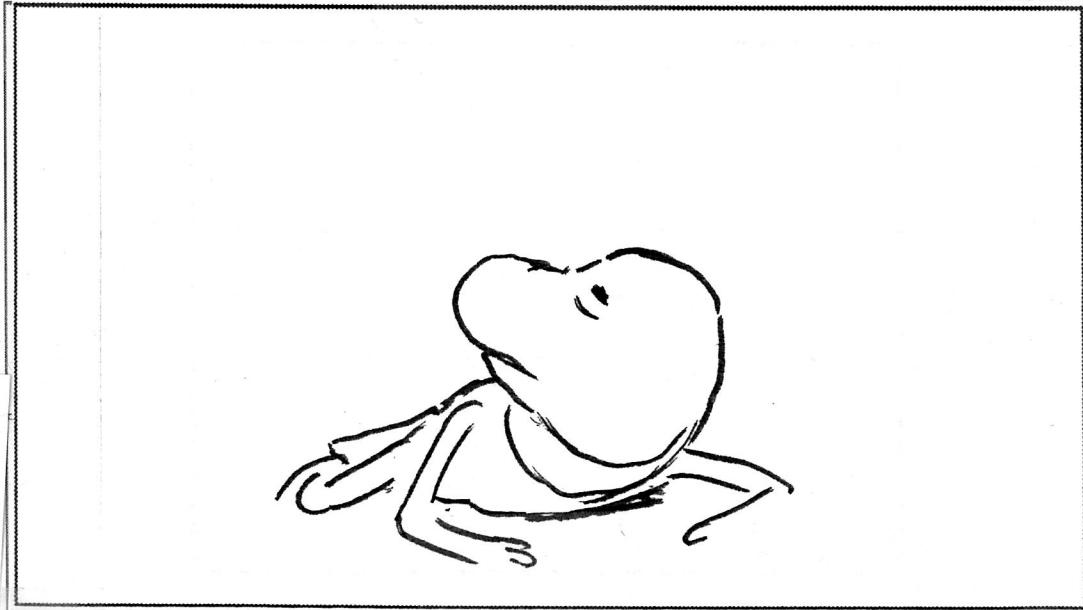
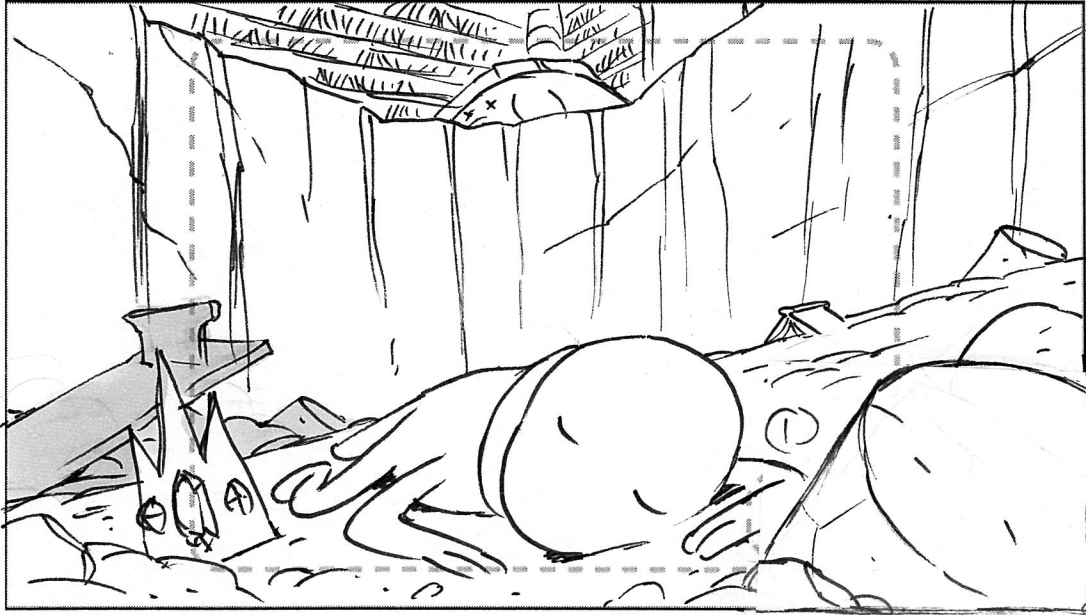
day night

Sc. 172

Pnl. B

Bg.

day night



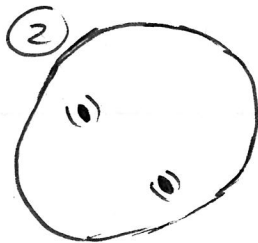
Dialog:

GUNTER: *.moan.* uhh.. ye- →

...yes Master Evergreen.

Action:

Timing:



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ADVENTURE TIME



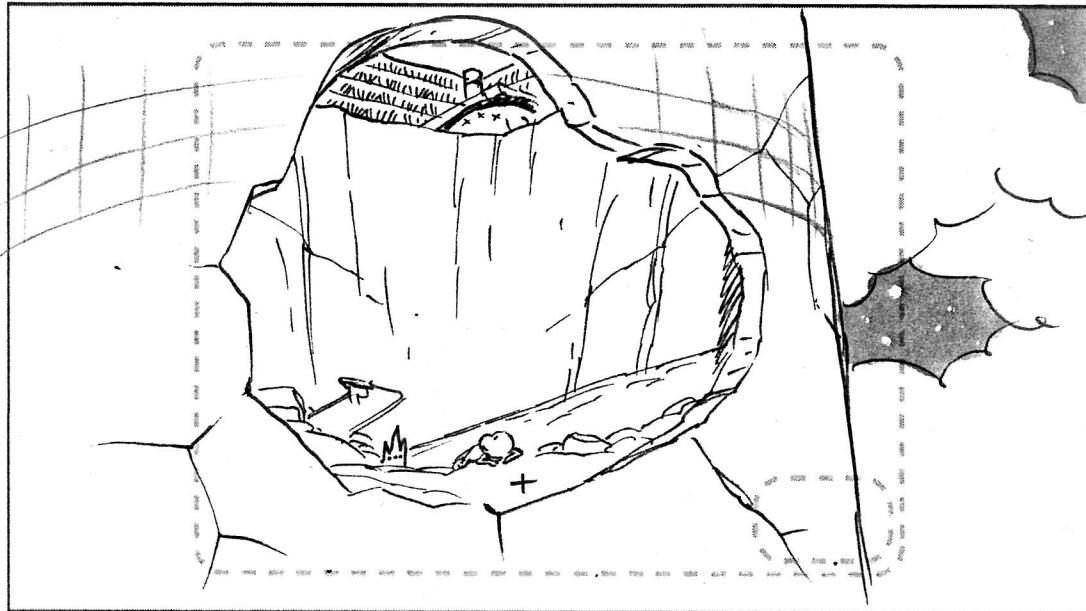
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Sc. 173

Pnl. A

Bg.

day night

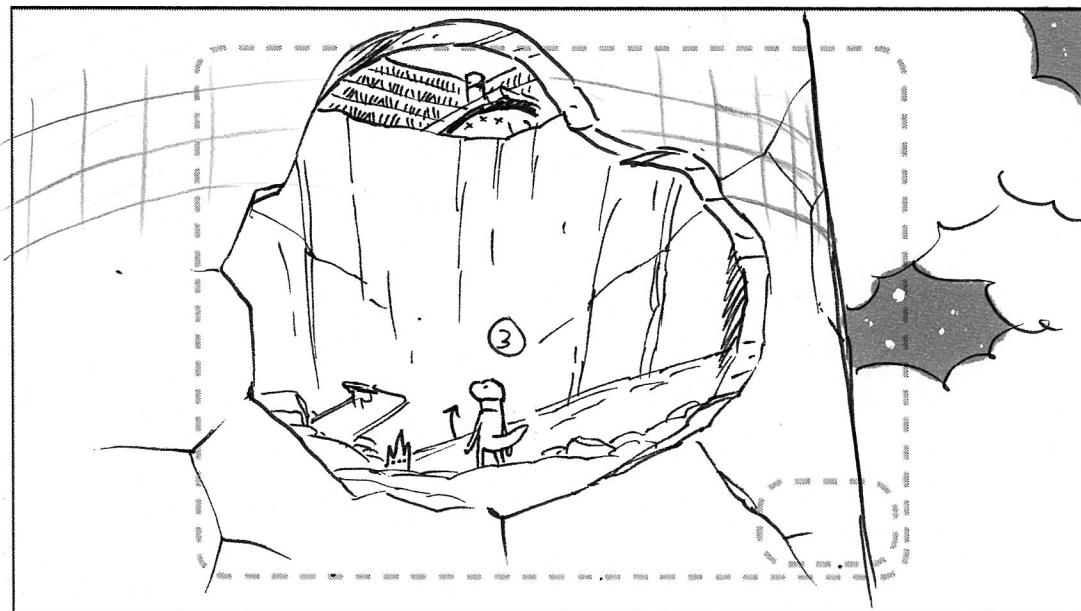


Sc. 173

Pnl. B

Bg.

day night

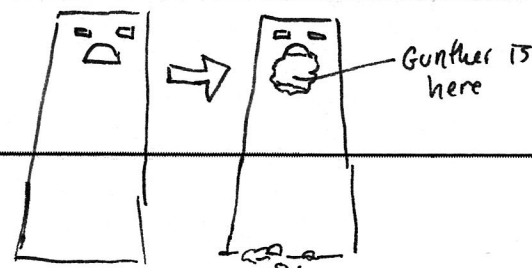


Dialog:

EVERGREEN: (OS) OK good, now, timing by the sound of my voice, throw the crown so it lands right on top of my head.

Action:

Timing:



Evergreens tower status

Production :

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1025-178

Sc. 174

Pnl. A

Bg.

day night



Sc. 175

Pnl. A

Bg.

day night



Dialog:

(G) I ... wait
what?

Action:

Timing:

(E) (OS) No no - there's
no time... It must
be you Gunther...

Production :

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ADVENTURE TIME



Sc. Pnl. Bg. day night

OUT

Sc. 176 Pnl. A Bg. day night

Dialog:	<p>G me?</p>
Action:	
Timing:	

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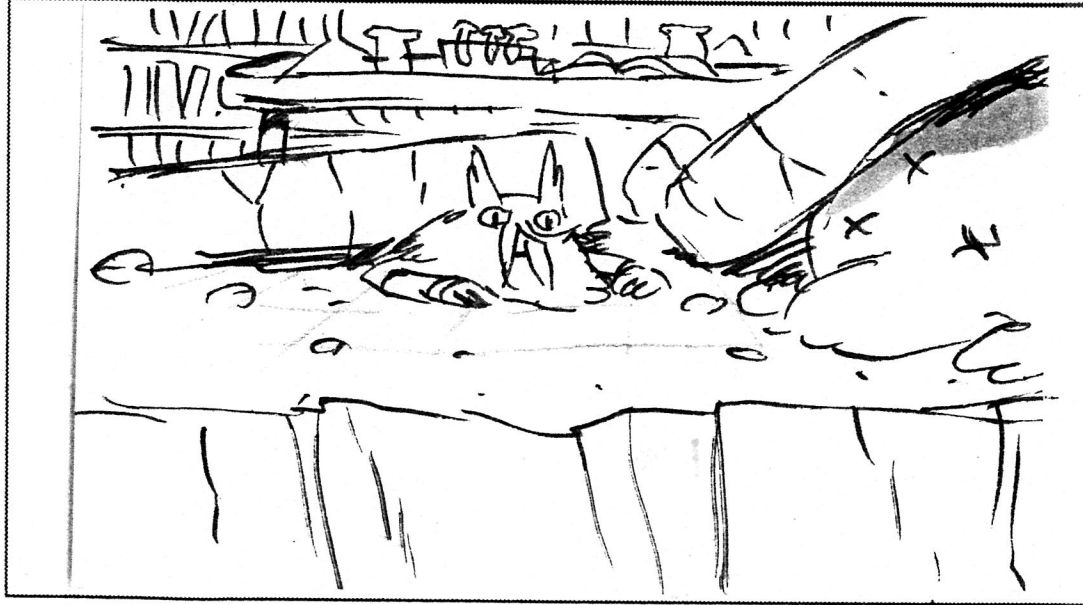
EPISODE # 1025-178
Production :

Sc. 177

Pnl. A

Bg.

day night

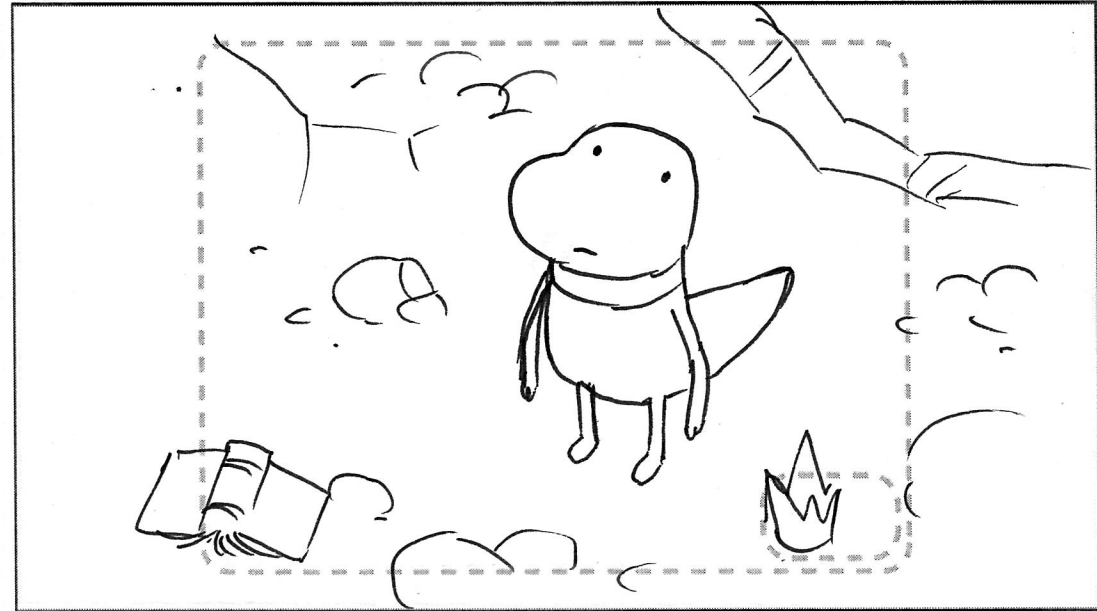


Sc. 178

Pnl. A

Bg.

day night



Dialog:

(E) Yes Gunter -
you must bear
the crown -

Action:

Timing:

(E) (OS):

Don't worry -
it's easy -

EPISODE #

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Production :

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ADVENTURE TIME

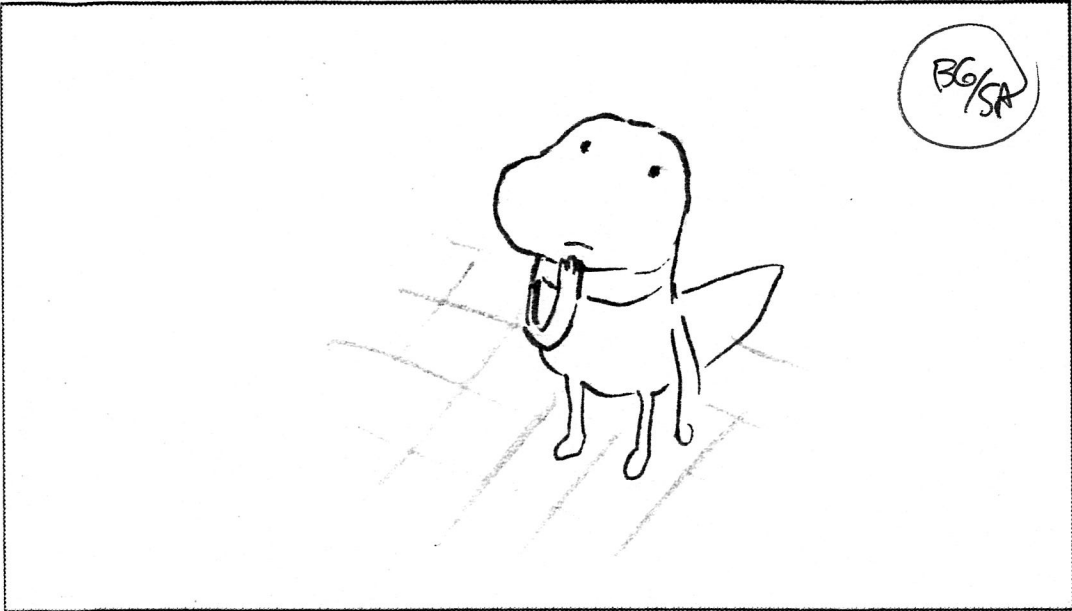


Sc. 178

Pnl. B

Bg.

day night

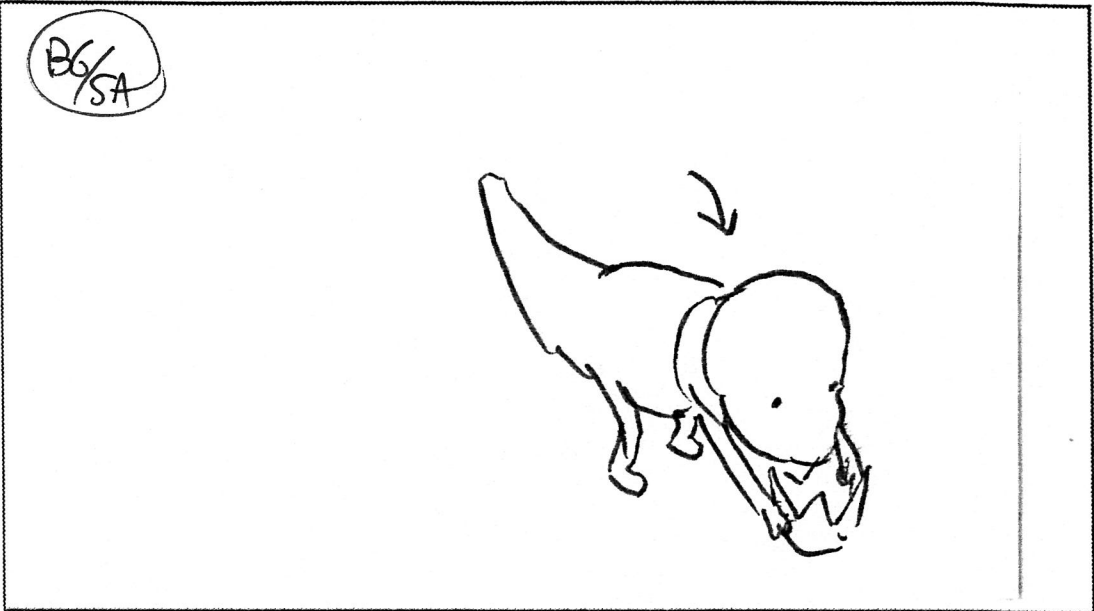


Sc. 178

Pnl. C

Bg.

day night



Dialog:

Action:

Timing:

(E:OS) Even a mush-
herd like you
couldn't donk it up
too bad.

(E:OS) → just focus
on your
deepest,
truest wish;



EPISODE #

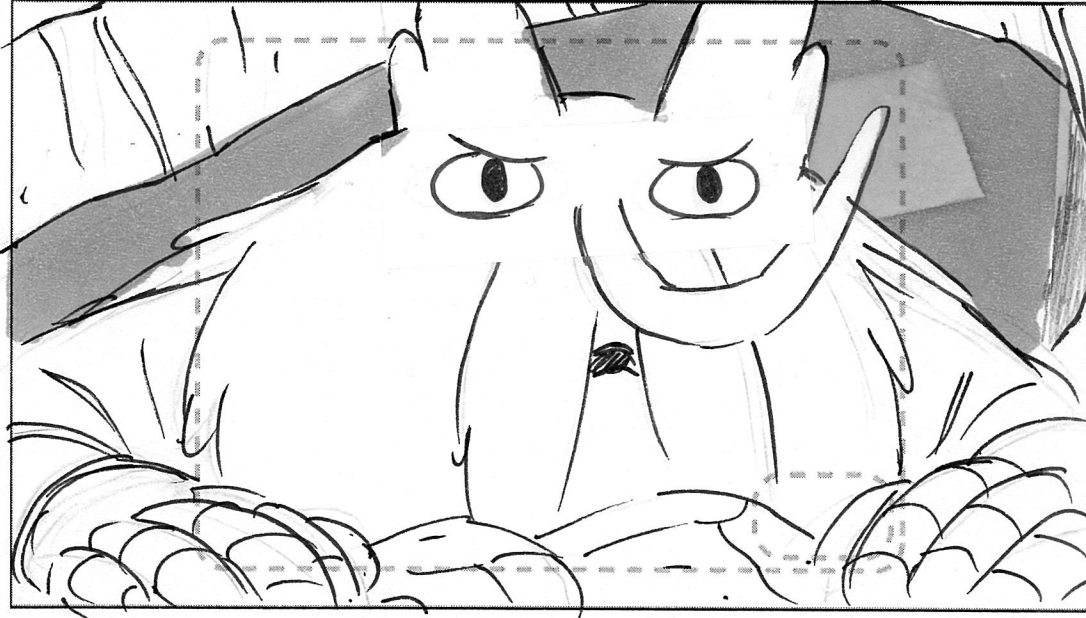
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ADVENTURE TIME



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Sc. 179 Pnl. A Bg. day night



Sc. 180 Pnl. A Bg. day night

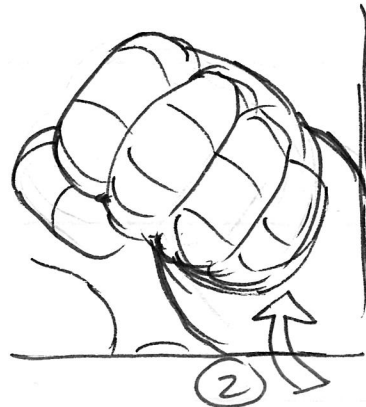


Dialog:

(E) - the destruction of the deadly comet -

Action:

Timing:



(E) (OS) → ... and the rest will take care of itself.

EPISODE #

Production :

1025-178

ADVENTURE TIME



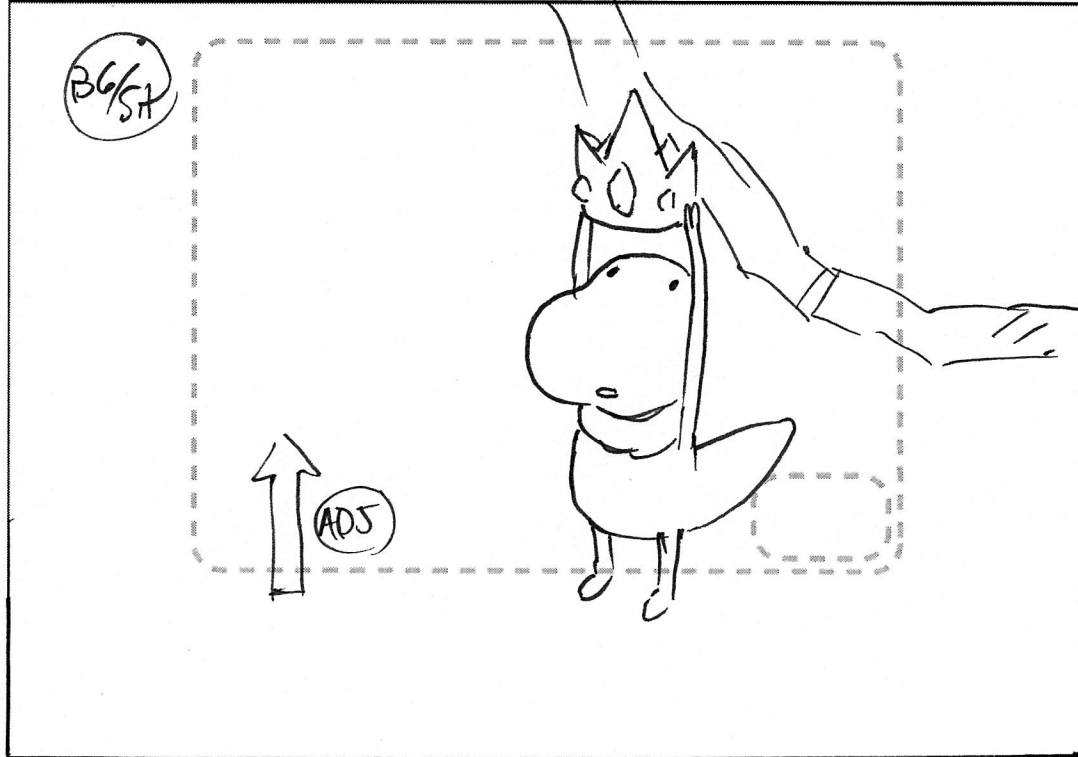
Page 262

Sc. 180

Pnl. B

Bg.

day night



Dialog:

Ⓒ: Yes master Evergreen.

Action:

Timing:

EPISODE #

Production :

1025-178

ADVENTURE TIME



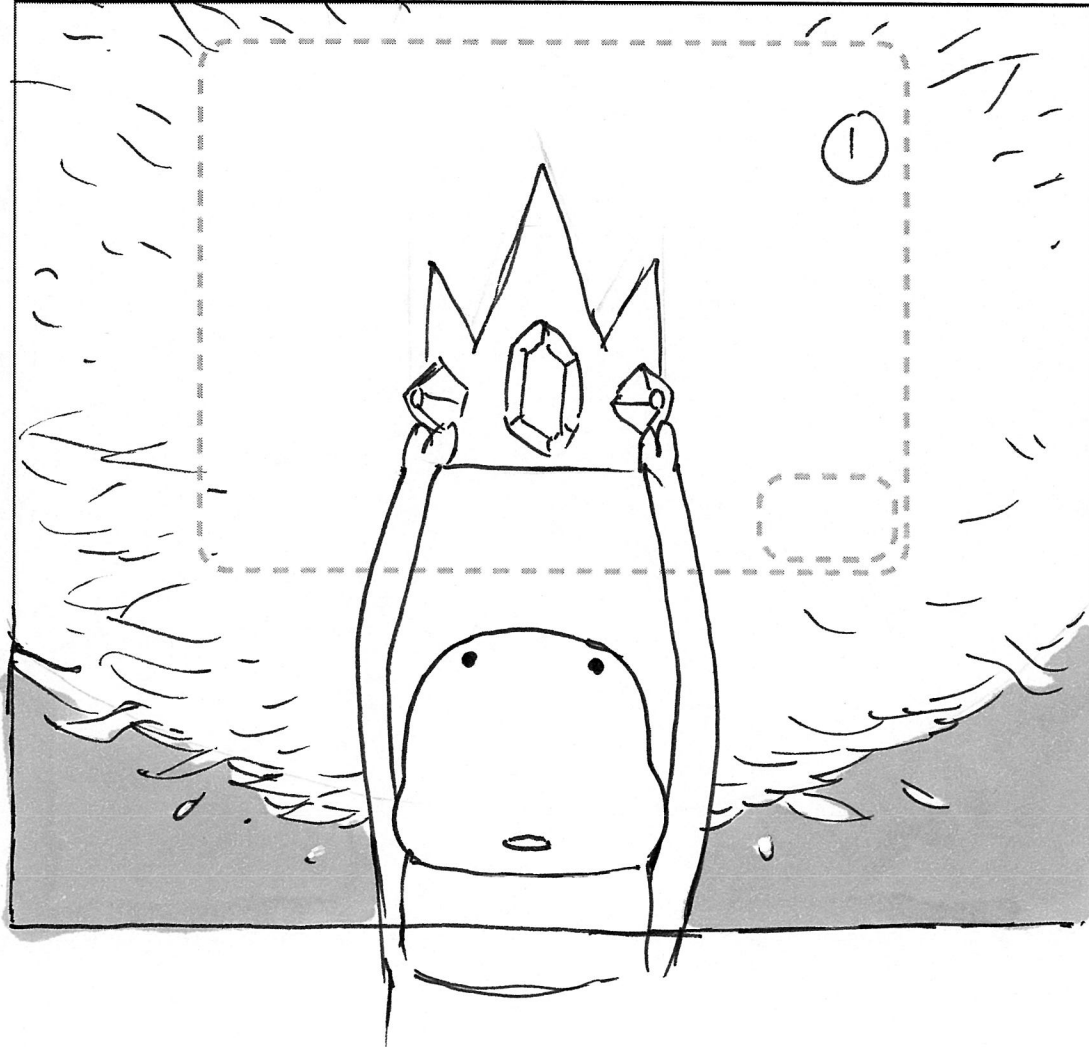
Page 263

Sc. 181

Pnl. A

Bg.

day night



Dialog:

G: (to self:) my deepest, truest wish...

Action:

Timing:

EPISODE #

Production :

1025-178

ADVENTURE TIME



Page 264

Sc. 181

Pnl. B

Bg.

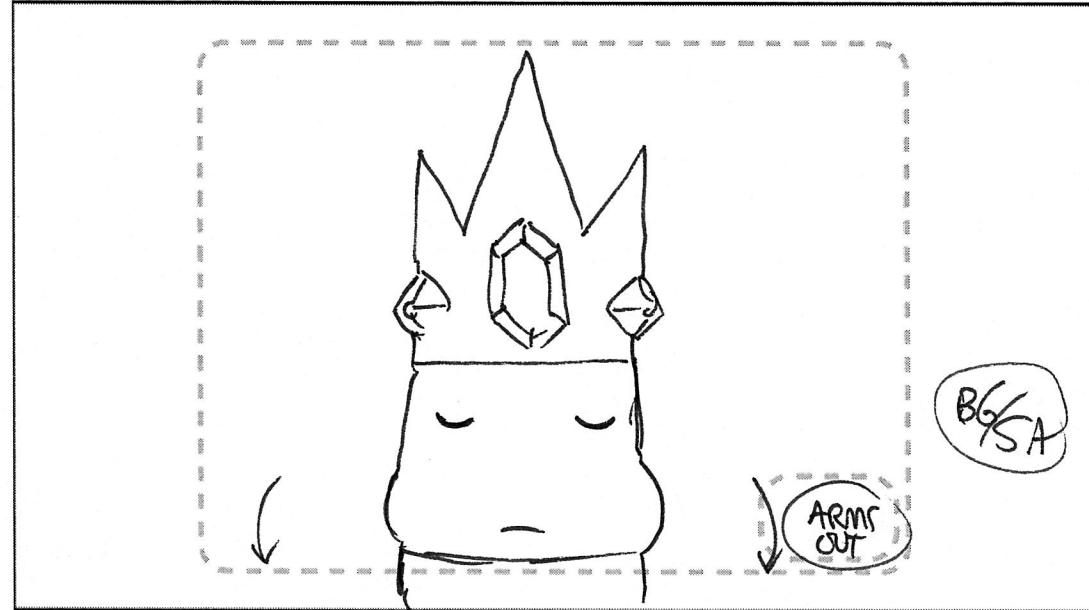
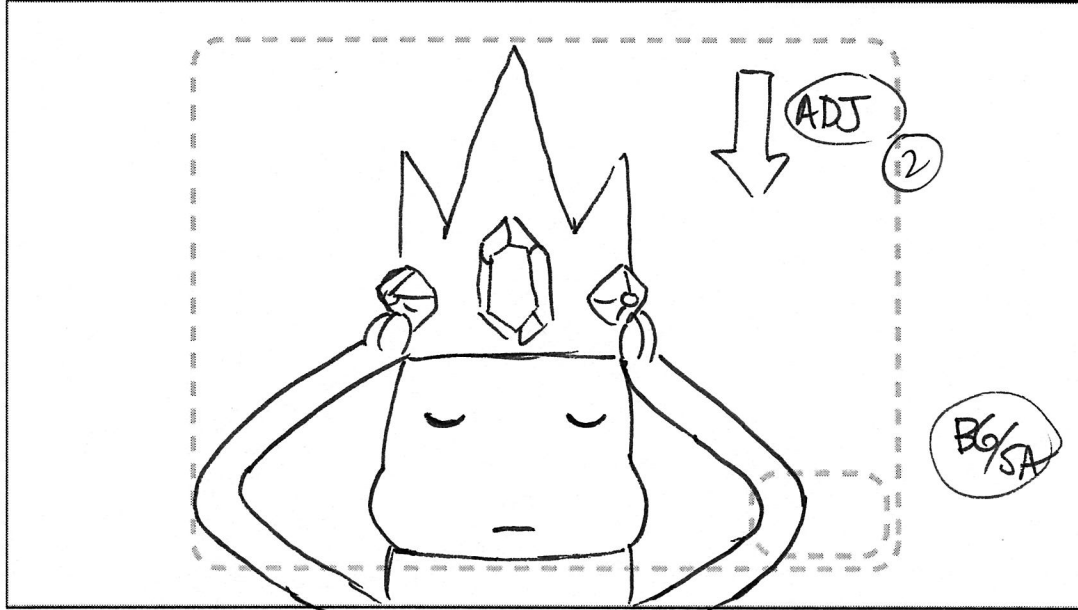
day night

Sc. 181

Pnl. C

Bg.

day night



Dialog:

Action: - Gunther slowly sets crown on his head.

Timing:

EPISODE #

Production :

1025-178

ADVENTURE TIME



Page 269

Sc. 181

Pnl.

D

Bg.

day night

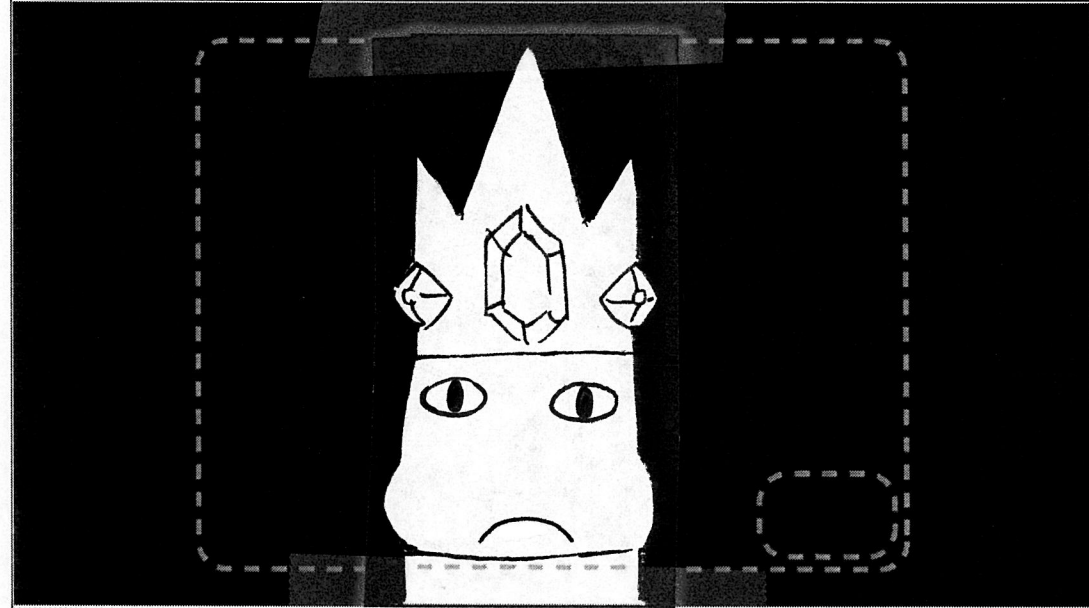
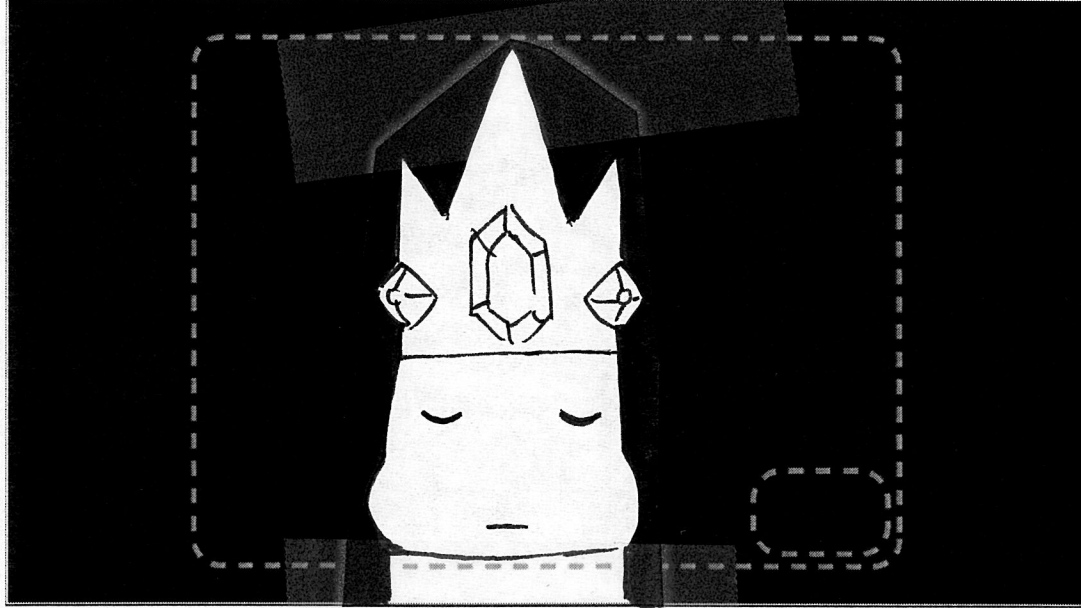
Sc. 181

Pnl.

E

Bg.

day night



Dialog:

Action:

BG fades to black slowly.

- Eyes SLOWLY open
- frown SLOWLY forms

Timing:

EPISODE #

1025-178

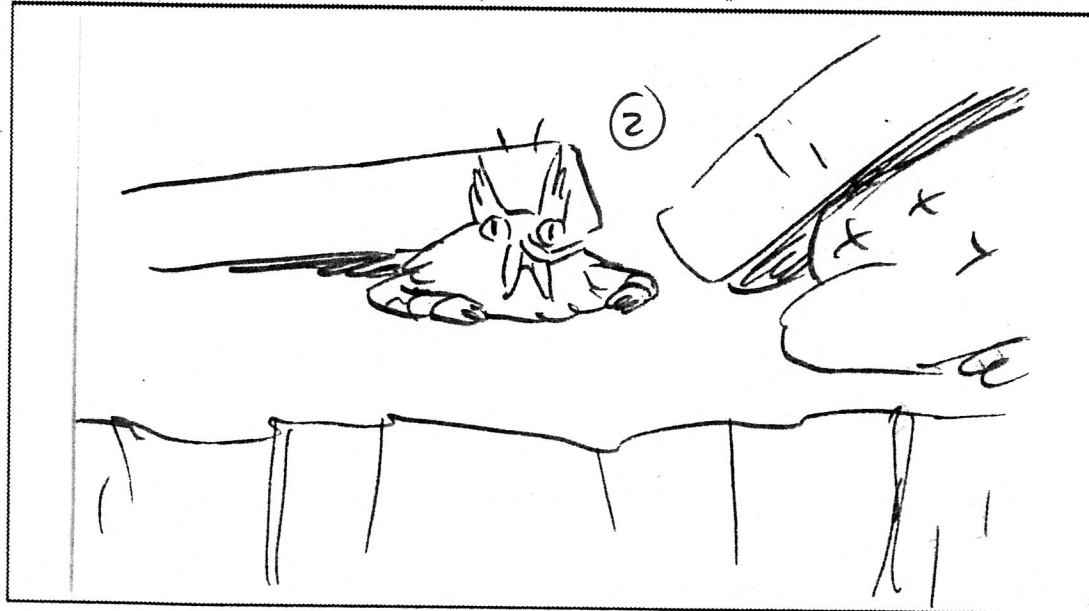
Production :

Sc. 182

Pnl. A

Bg.

day night

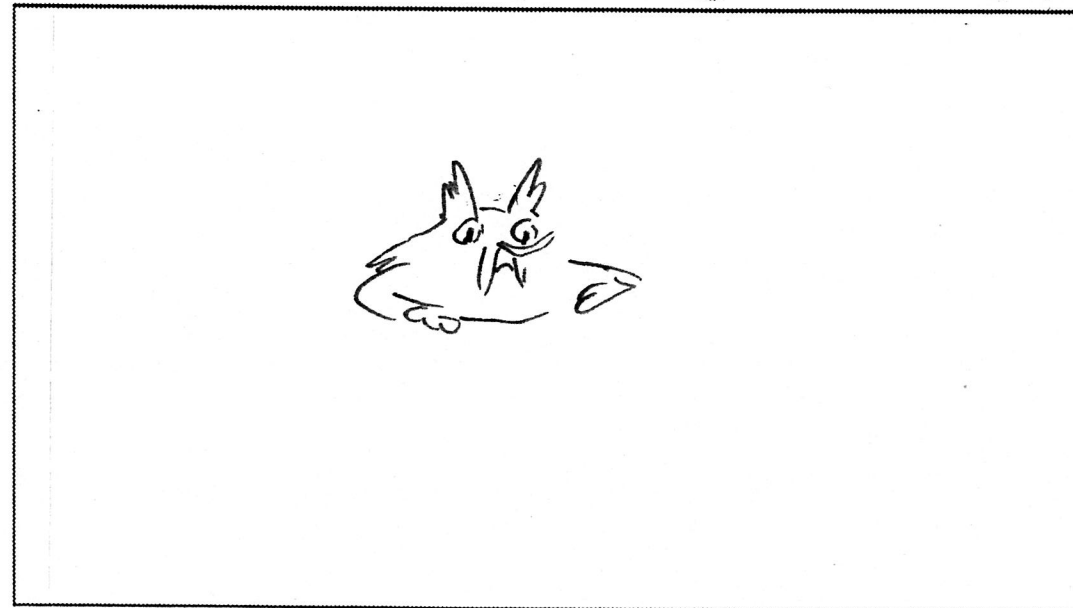


Sc. 182

Pnl. B

Bg.

day night



Dialog:

G: GUNTER
OS NO!!

Action:

- BEAT -
- Evergreen looks down to where
Gunter's calling out from.

Timing:



EPISODE #

1025-178

Production :

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ADVENTURE TIME

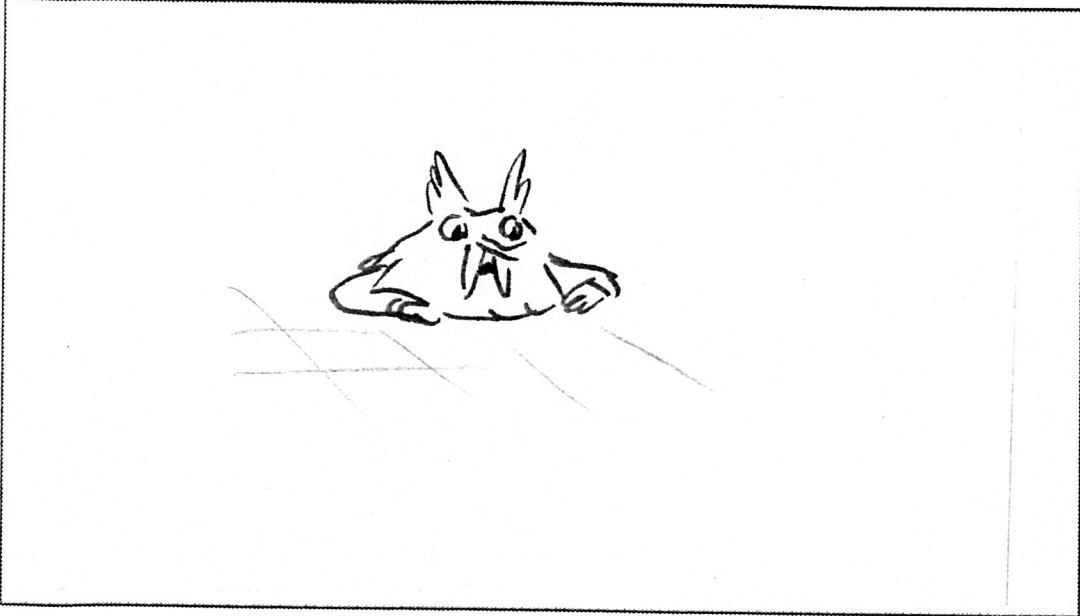


Sc. 182

Pnl. C

Bg.

day night

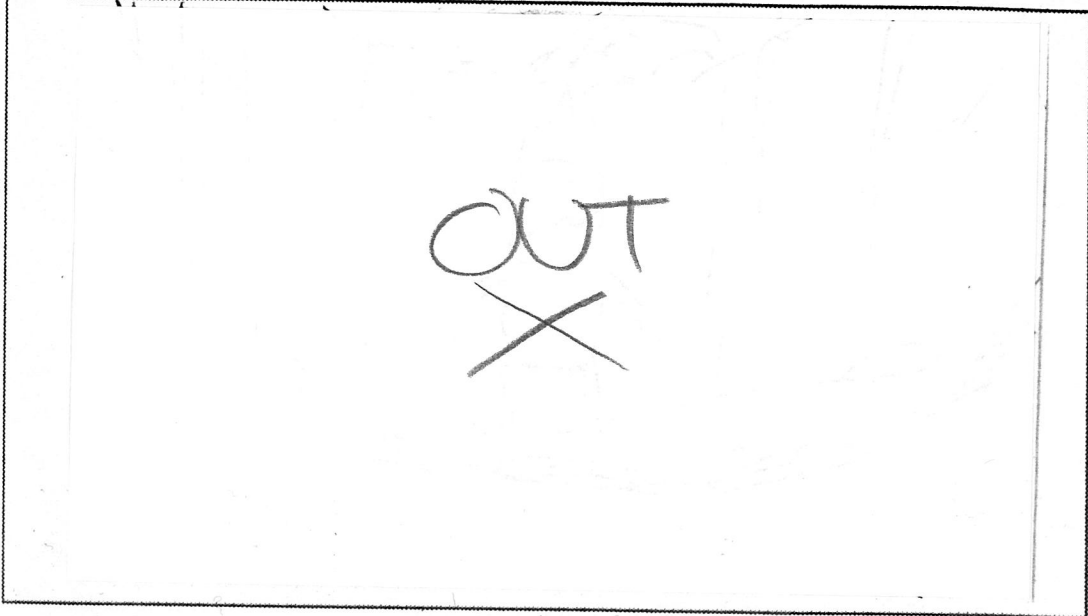


Sc.

Pnl.

Bg.

day night

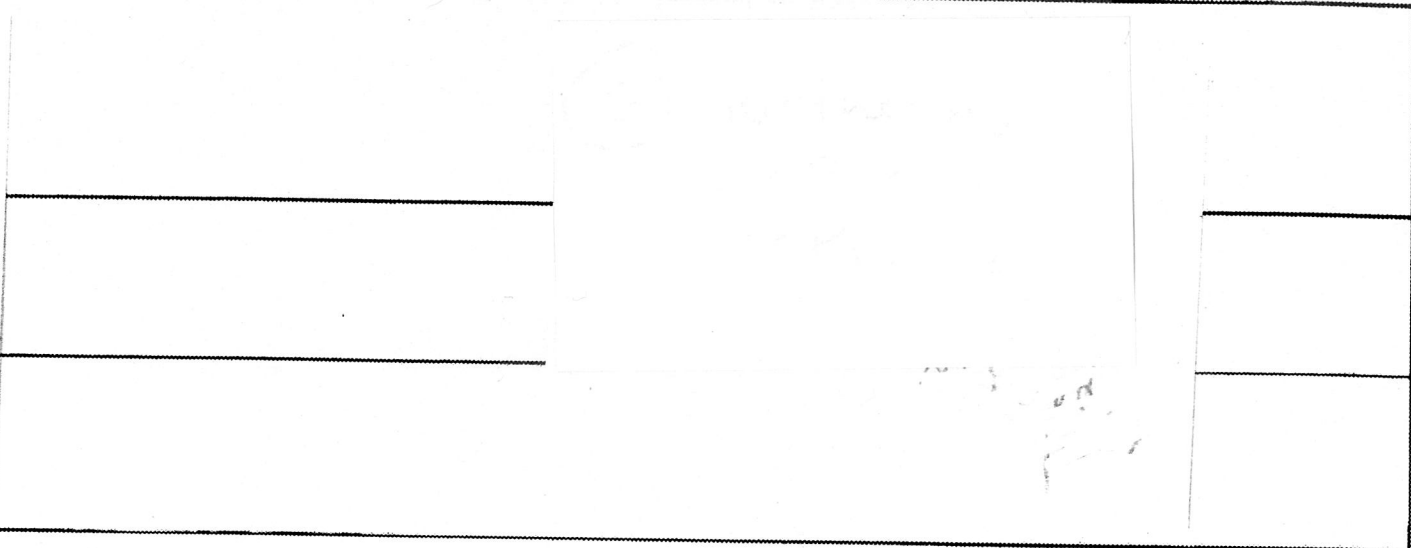


Dialog:

(E:) Gunter? Buddy?
Whattaya wishin'
for down there?

Action:

Timing:



EPISODE # 1025-178
Production :

ADVENTURE TIME



Sc. 183

Pnl. A

Bg.

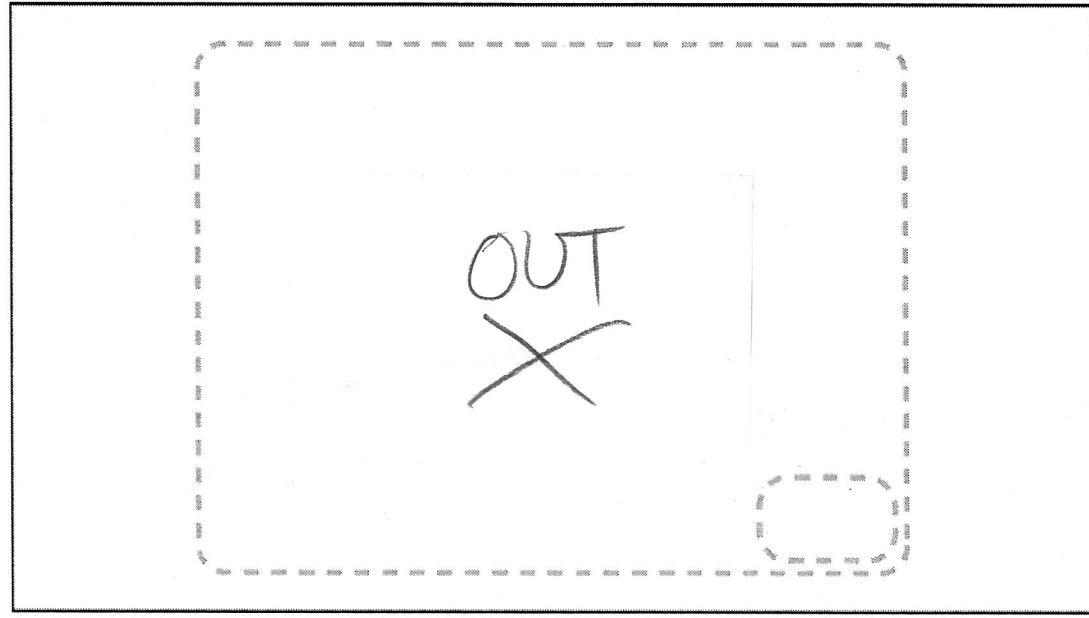
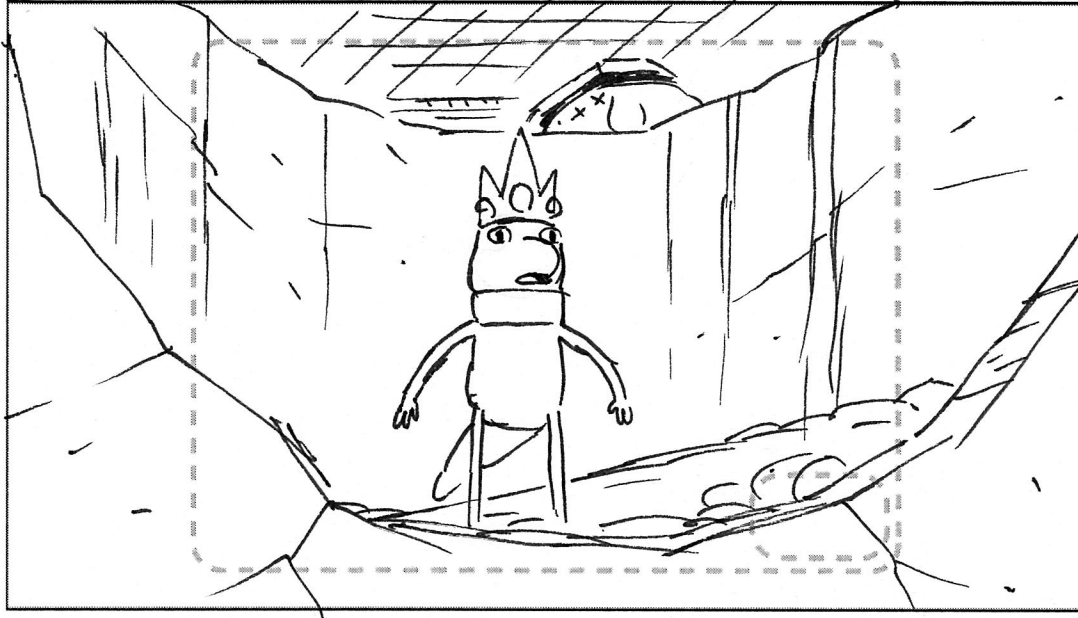
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(G:) Gunther no, Gunther no, Gunther no →

Action:

- Head position should match Evergreen's in previous scene.

Timing:

EPISODE #

Production :

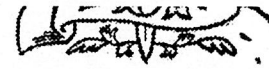
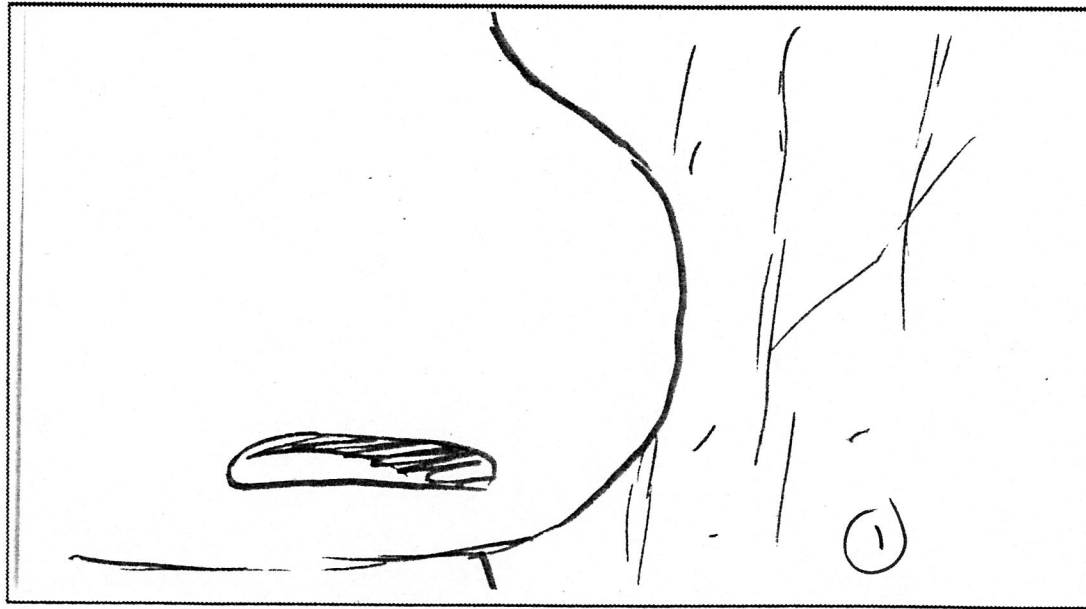
1025-178

Sc. 184

Pnl. A

Bg.

day night

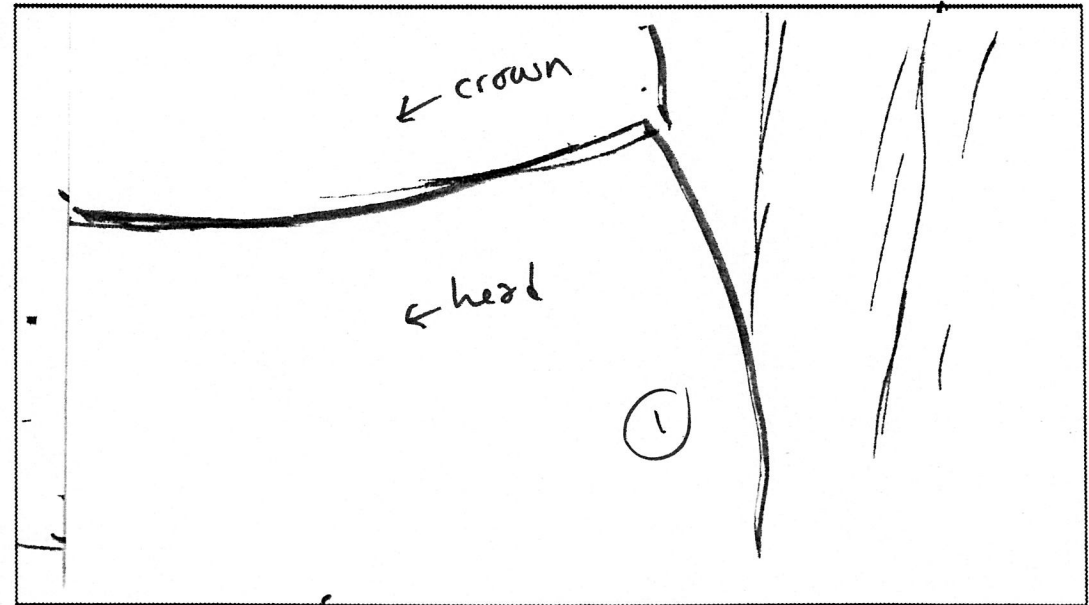


Sc. 185

Pnl. A

Bg.

day night



Page 269

Dialog:

⑥: Gunter no →

②

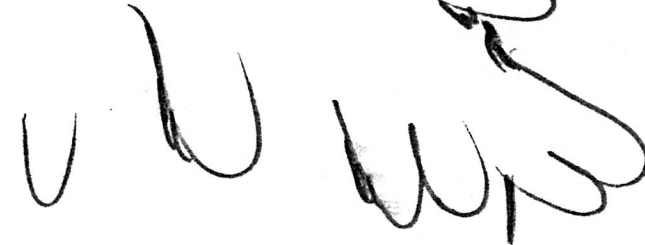
- Gunther's nose grows to resemble Evergreen's.



Gunter no Gunter no

②

- Gunther grows white feathers



EPISODE #

1025-178

Production :

ADVENTURE TIME



Page 270

Sc. 186

Pnl. A

Bg.

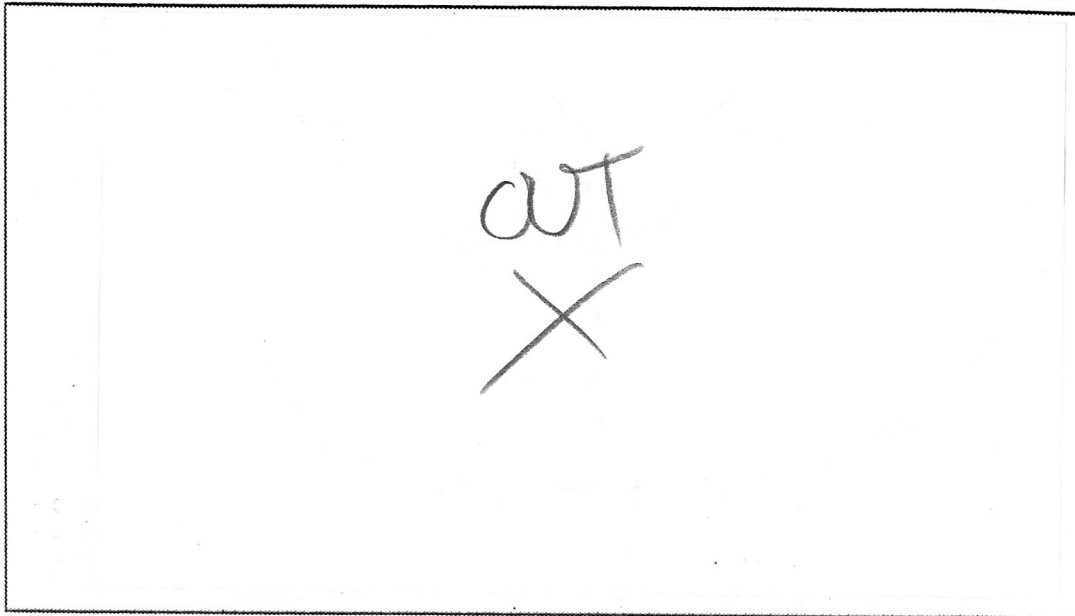
day night

Sc.

Pnl.

Bg.

day night



Dialog: (G) → Gunter no

(2)



- Gunter grows more feathers.

Ac

Tu

Production :

EPISODE #

1025-178

ADVENTURE TIME



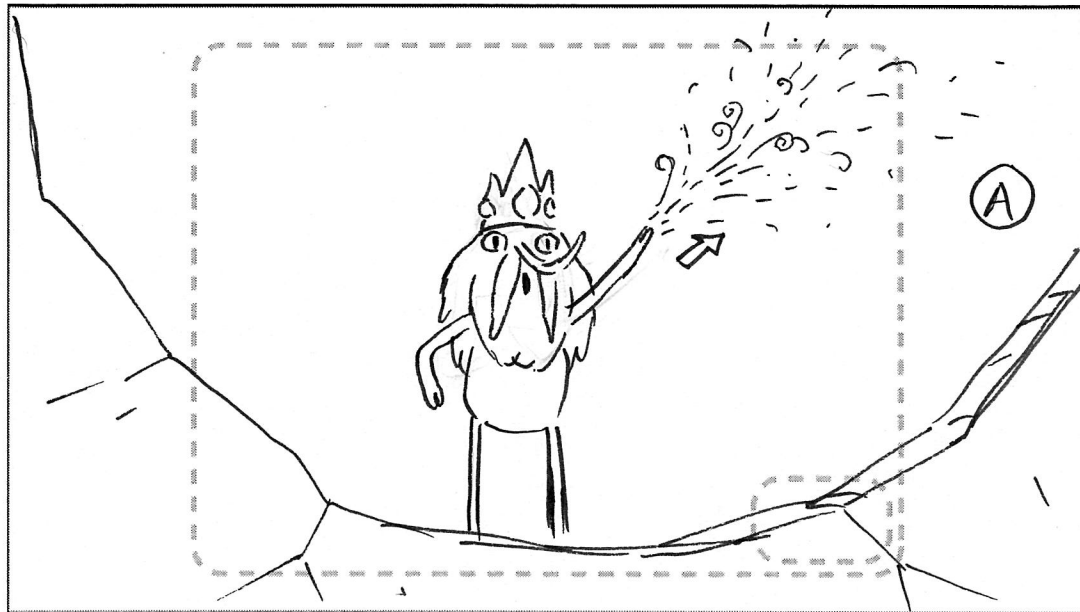
Page 271

Sc. 187

Pnl. A

Bg.

day night

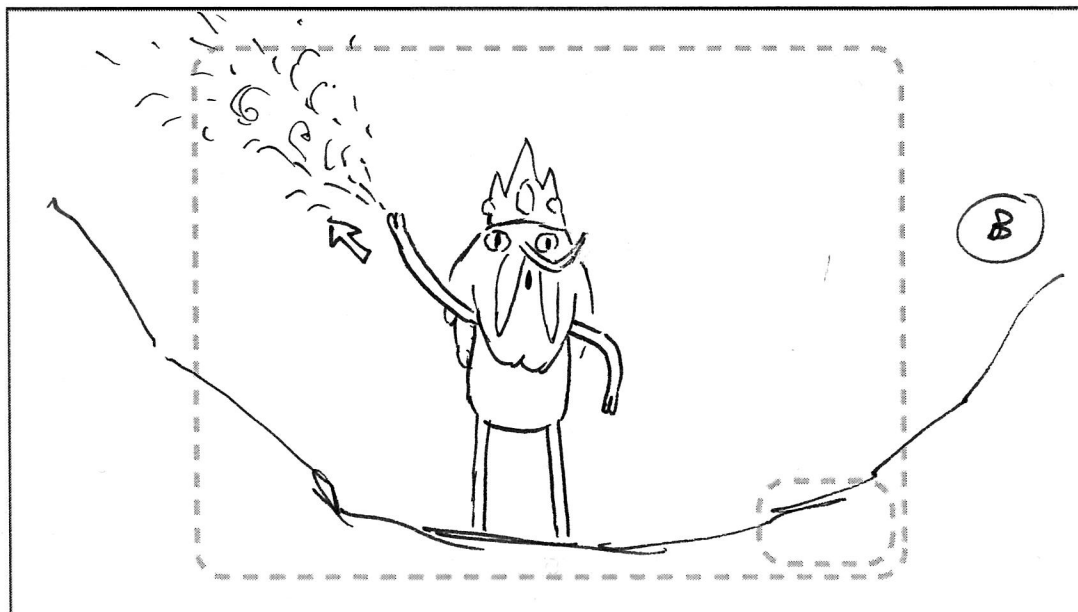


Sc. 187

Pnl. B

Bg.

day night



Dialog:

G: (A) Gunther no! (B) Gunther no! (A) Gunther no!

~~EVERSPEN~~ (OS) GUNTHER NO! That's... that's the wrong wish...

Action:

(A) (B) (A) - Gunther shoots out ice magic blasts.

Timing:

Production :

EPISODE #

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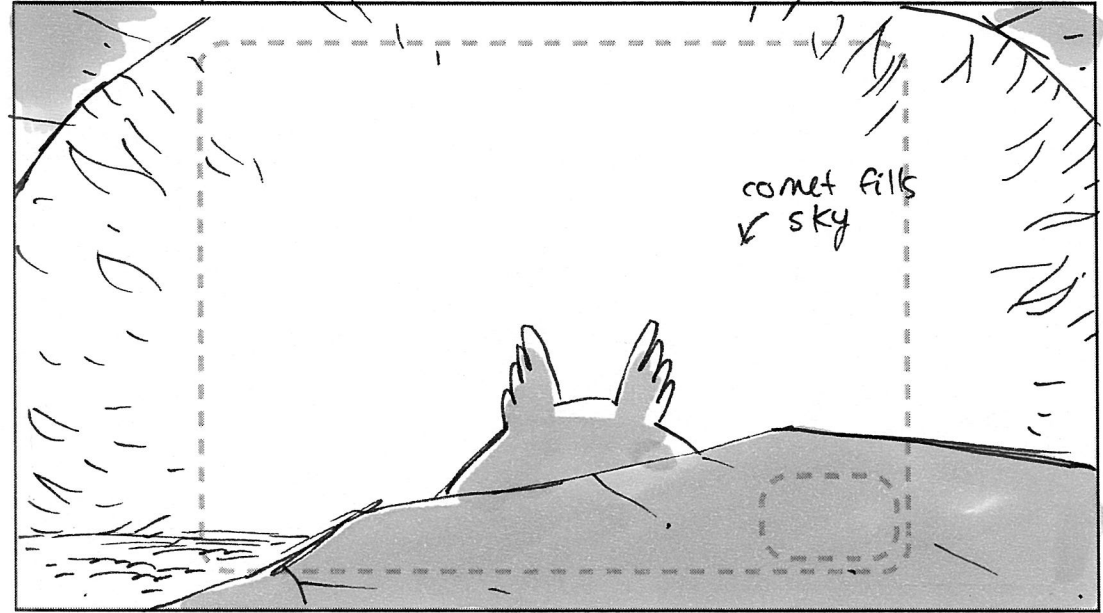
ADVENTURE TIME



Sc. 188 Pnl. A Bg. day night



Sc. 189 Pnl. A Bg. day night



Dialog: GUNTHER OS → Gunther no! Gunther no! Gunther No! →
EVERGREEN: You've gotta snap out of it -
u-use a... a concentration spell, or.. or a,
a basic focusing charm...
EVERGREEN: → like I taught you..
I mean, I meant to teach you...
I... uh...

Action:

Timing:

EPISODE #

Production :

1025-178

ADVENTURE TIME



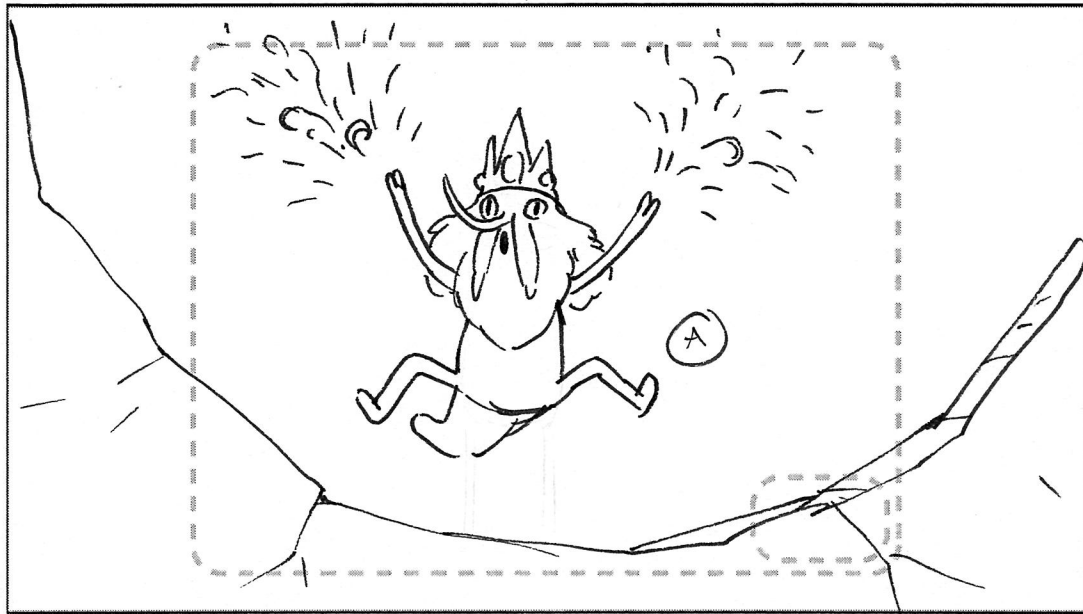
Page 273

Sc. 190

Pnl. A

Bg.

day night

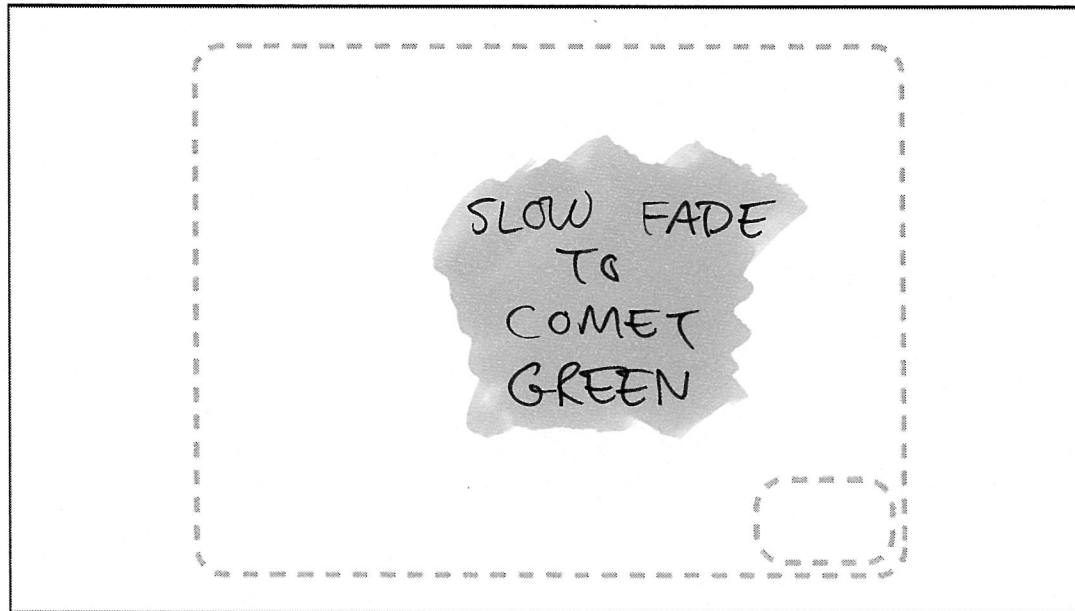


Sc. 190

Pnl. B

Bg.

day night



Dialog: GUNTHER: Gunther No! Gunther No! Gunther No! —————> Gunther No! Gunther No! (Fade out)
EVERGREEN OS * loud SIGH *

Action: B A B C B A etc.

Timing:



EPISODE #

Production :

1025-178

ADVENTURE TIME



Page 274

Sc. 191

Pnl. A

Bg.

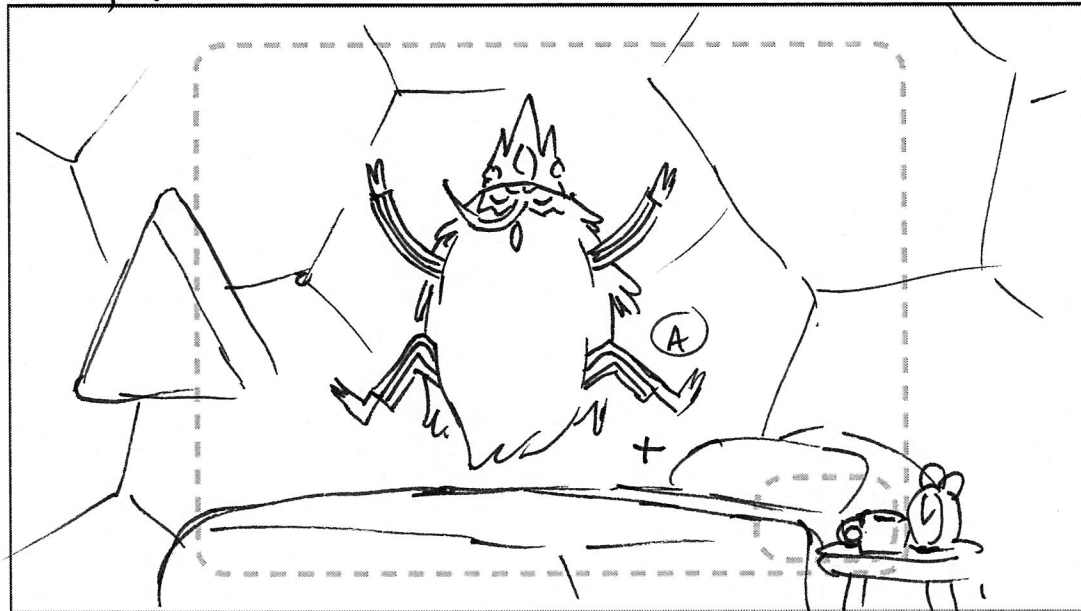
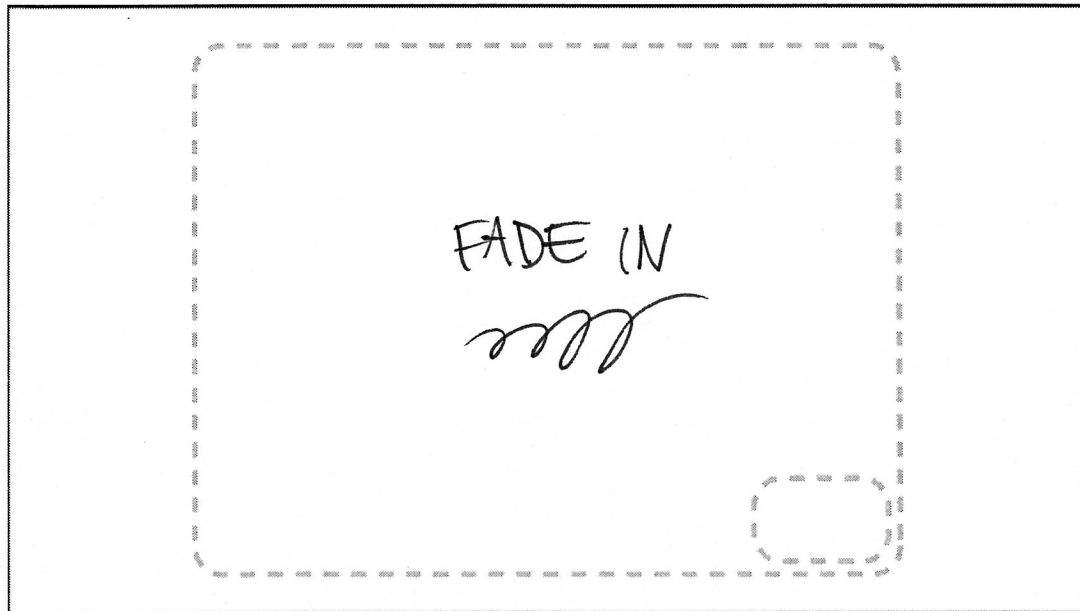
day night

Sc. ~~191~~

Pnl. B

Bg.

day night

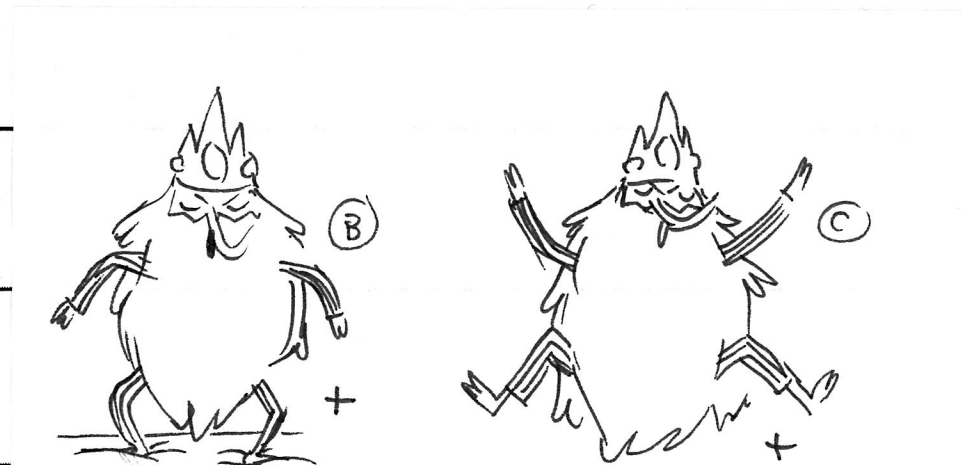


Dialog:

(1K) Gunther no! Gunther No! → (1K) Gunther no! Gunther No! Gunther No!
(OS)

Action:

Timing:



EPISODE #

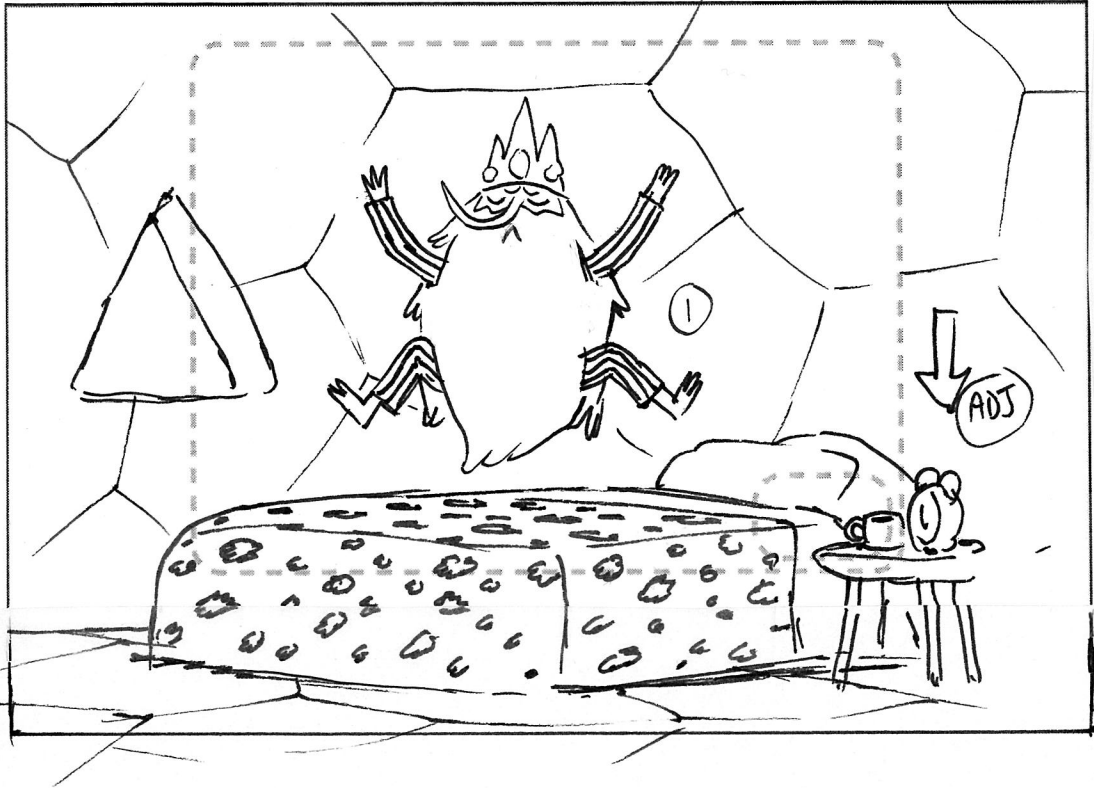
Production :

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ADVENTURE TIME



Sc. 191 Pnl. C Bg. day night



Dialog:	(1K) (2) Gunter, →
Action:	
Timing:	

Production :

EPISODE #

1025-178

ADVENTURE TIME



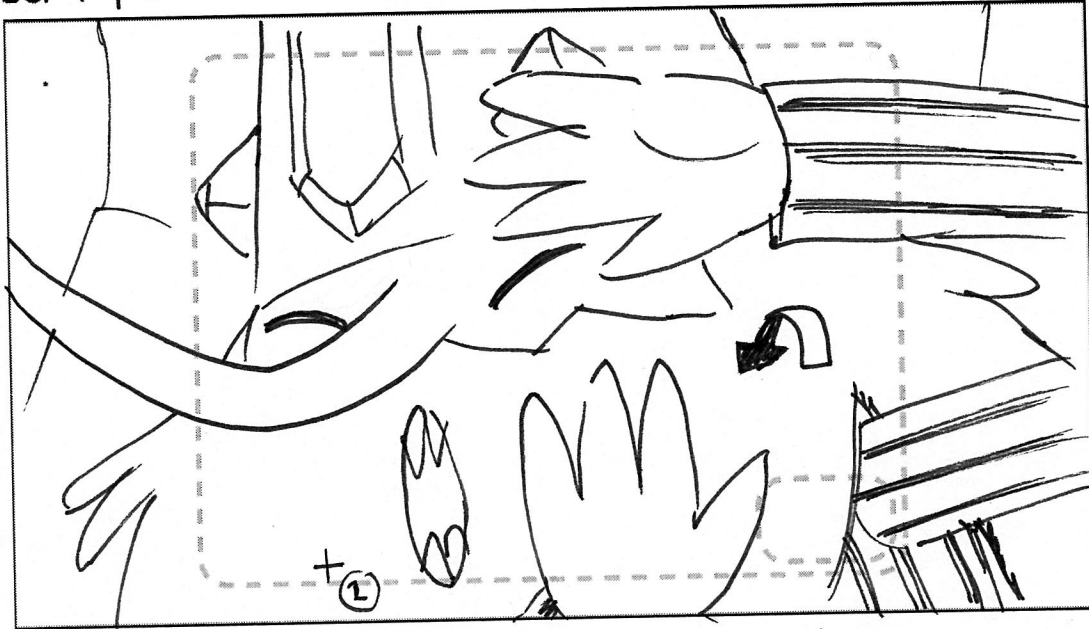
Sc. 192

Pnl.

A

Bg.

day night



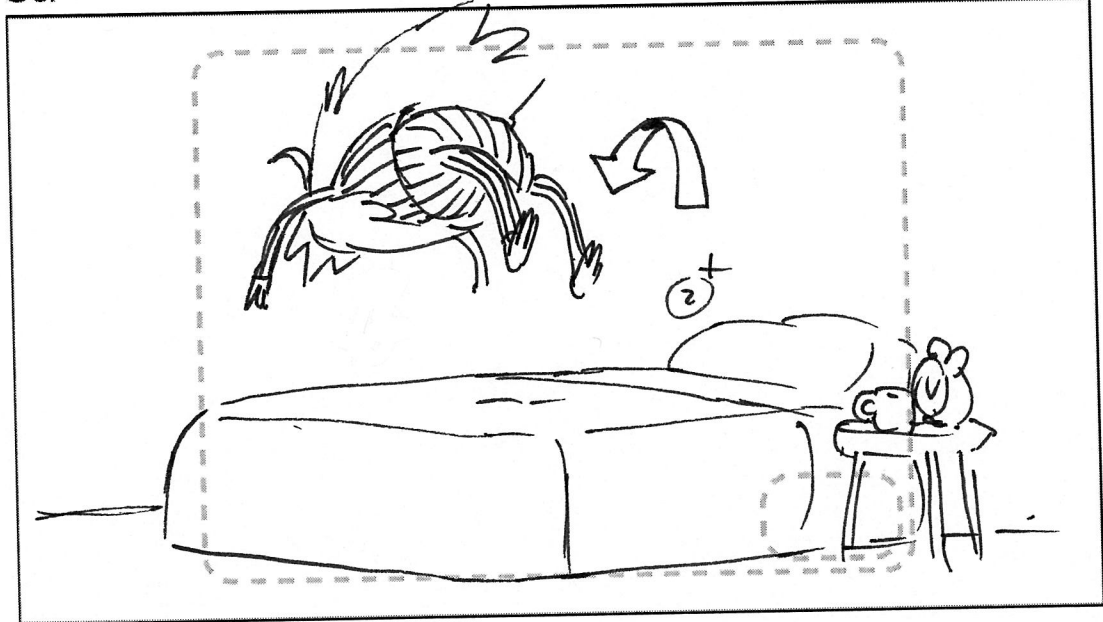
Sc. 193

Pnl.

A

Bg.

day night

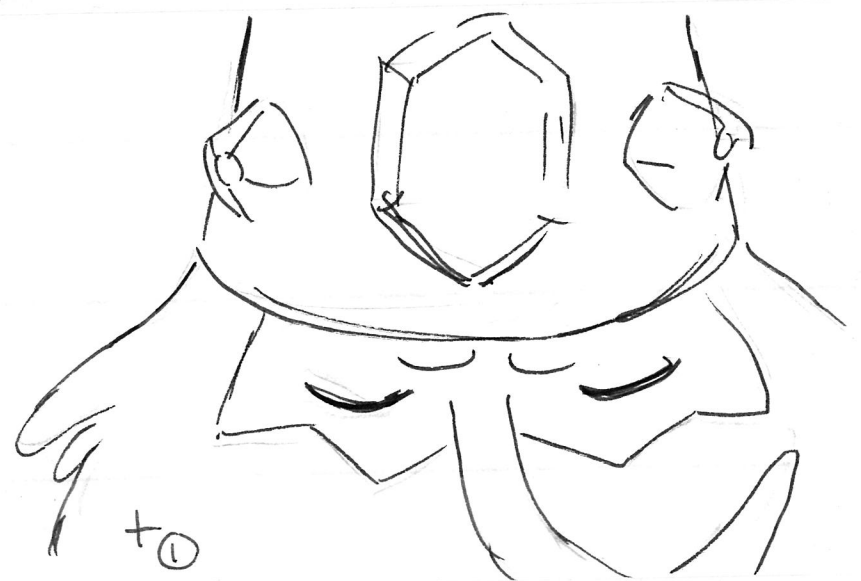


Dialog:

(1K) → Nooooooooo!!!

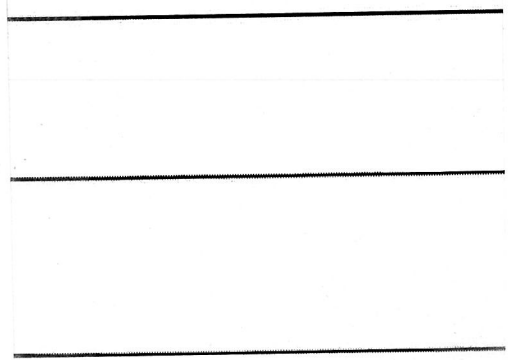
Action:

Timing:



(1K)

KABLOOEY!!



EPISODE #

Production :

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ADVENTURE TIME



Page 277

Sc. 193

Pnl. B

Bg.

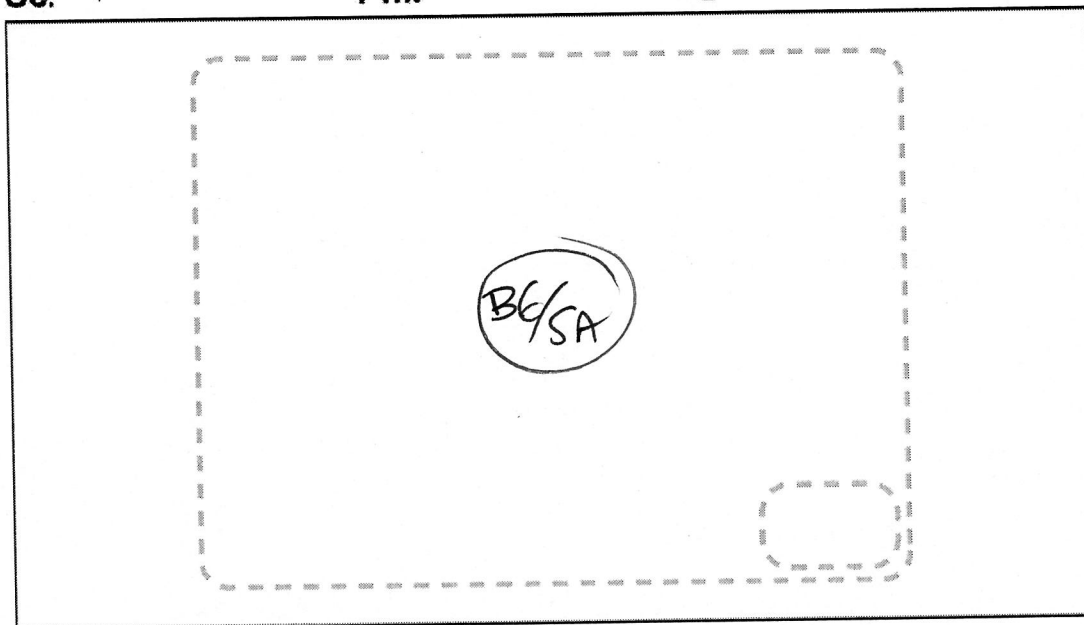
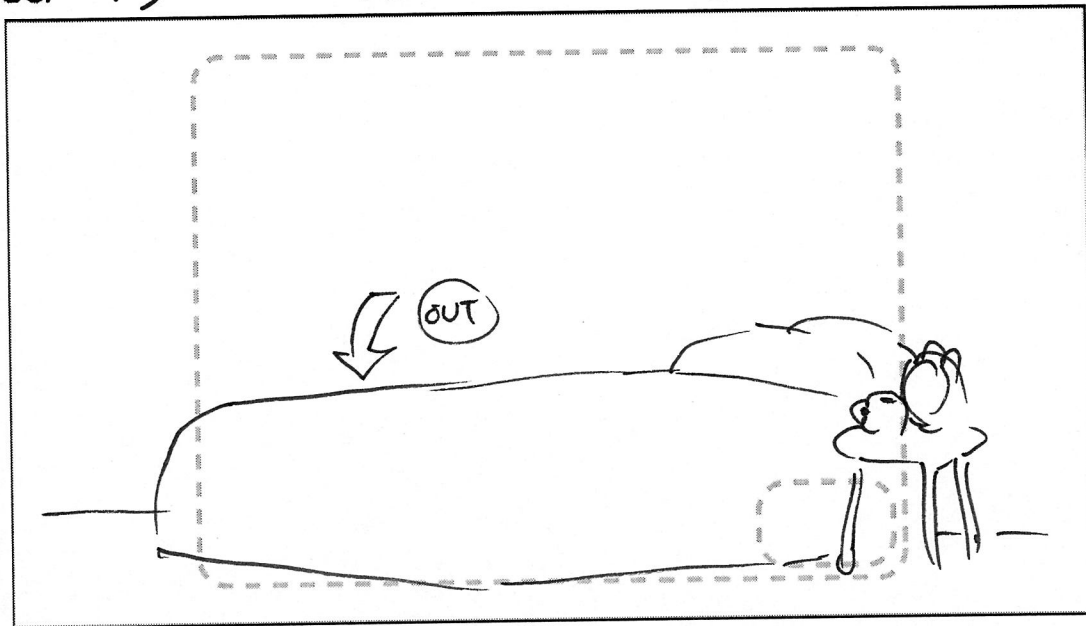
day night

Sc. 193

Pnl. C

Bg.

day night



Dialog:

(SFX:) THUMP

(IK OS:) BOOM! POW!
KABOOM.....
boom...

Action:

Timing:

EPISODE #

Production :

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ADVENTURE TIME



Sc. 193

Pnl. D

Bg.

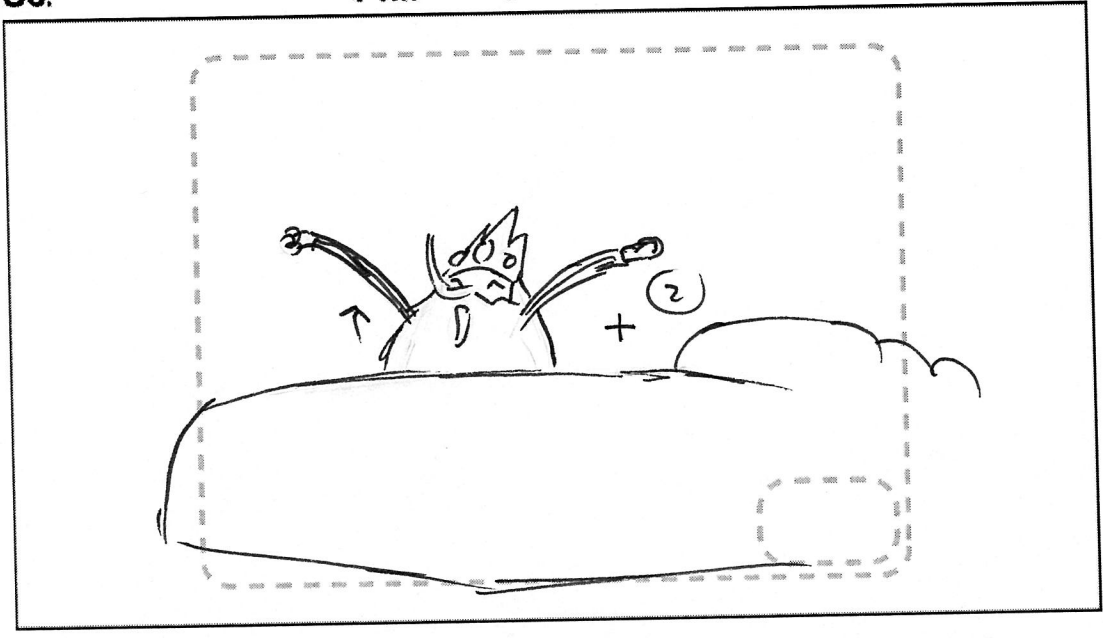
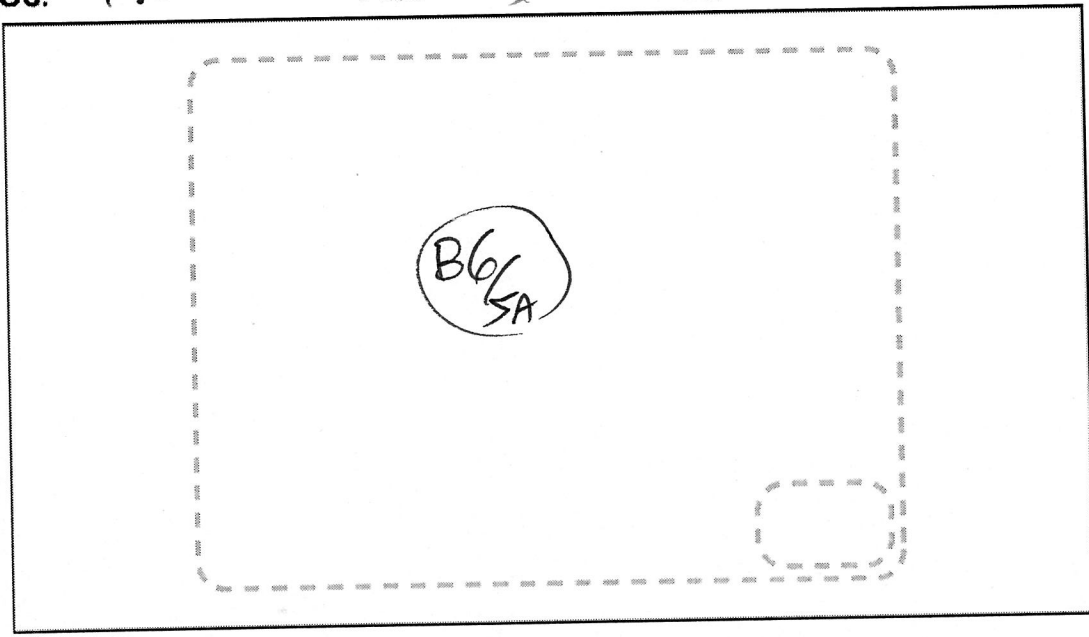
day night

Sc. 193

Pnl. E

Bg.

day night



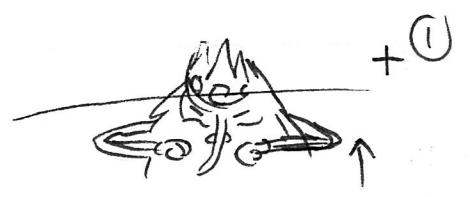
Dialog:

- BOAT

(IK:) *YAWWNN ! *

Action:

Timing:



EPISODE #

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Production :

ADVENTURE TIME



Sc. 193

Pnl. F

Bg.

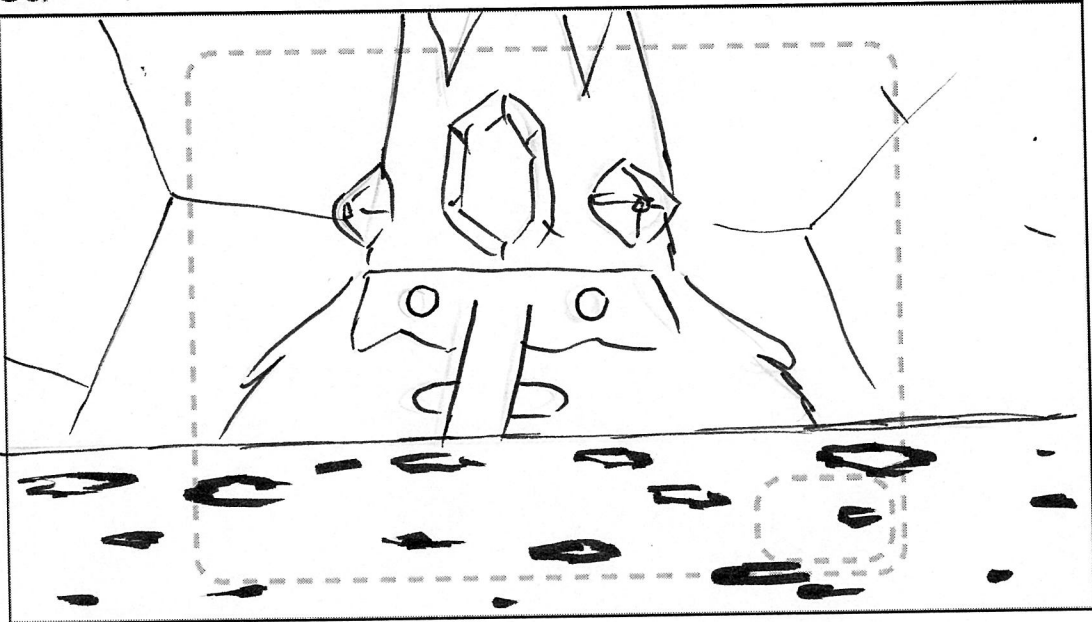
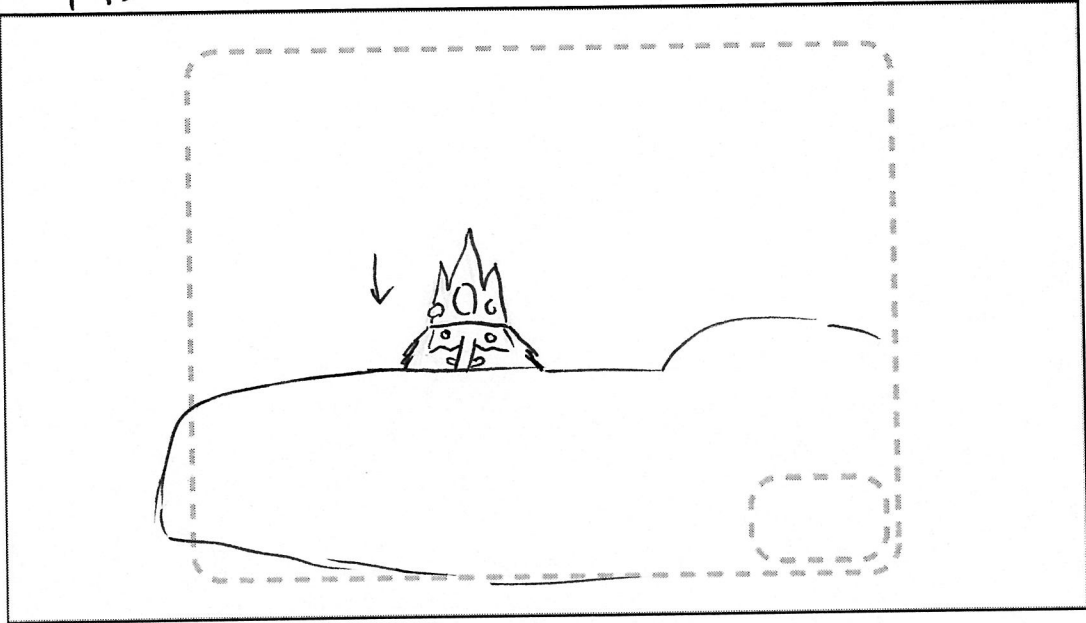
day night

Sc. 194

Pnl. A

Bg.

day night



Dialog:

(IK:)(cheerful) mornin'

(IK) Man, what a dream! Do you guys ever have that dino-boy dream? with the asteroi-...

Action:

Timing:

EPISODE #

1025-178

Production :

ADVENTURE TIME



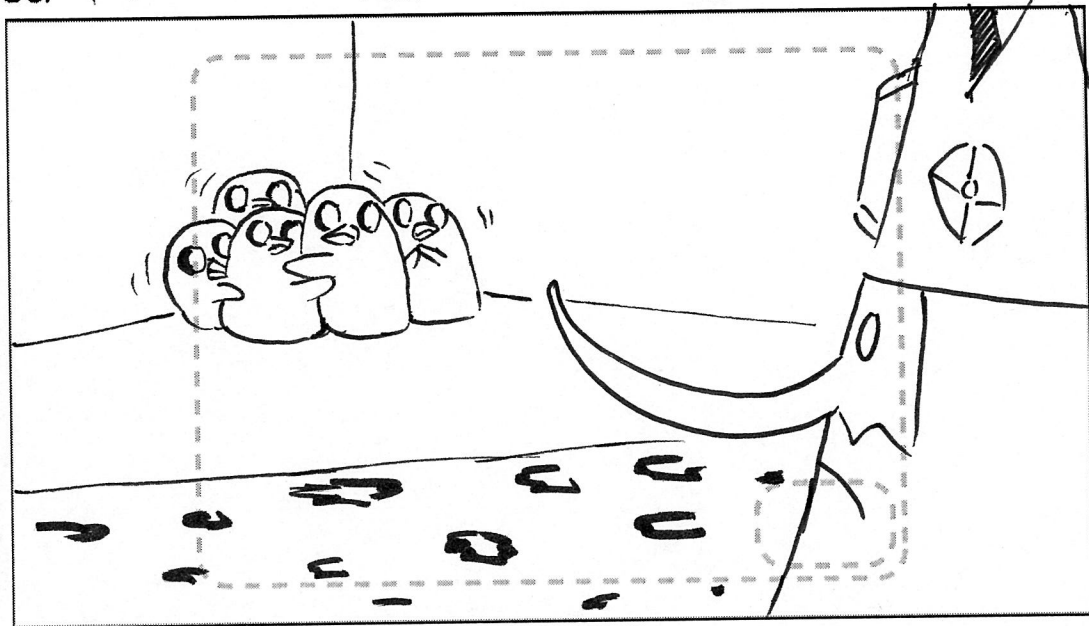
Page 280

Sc. 195

Pnl. A

Bg.

day night

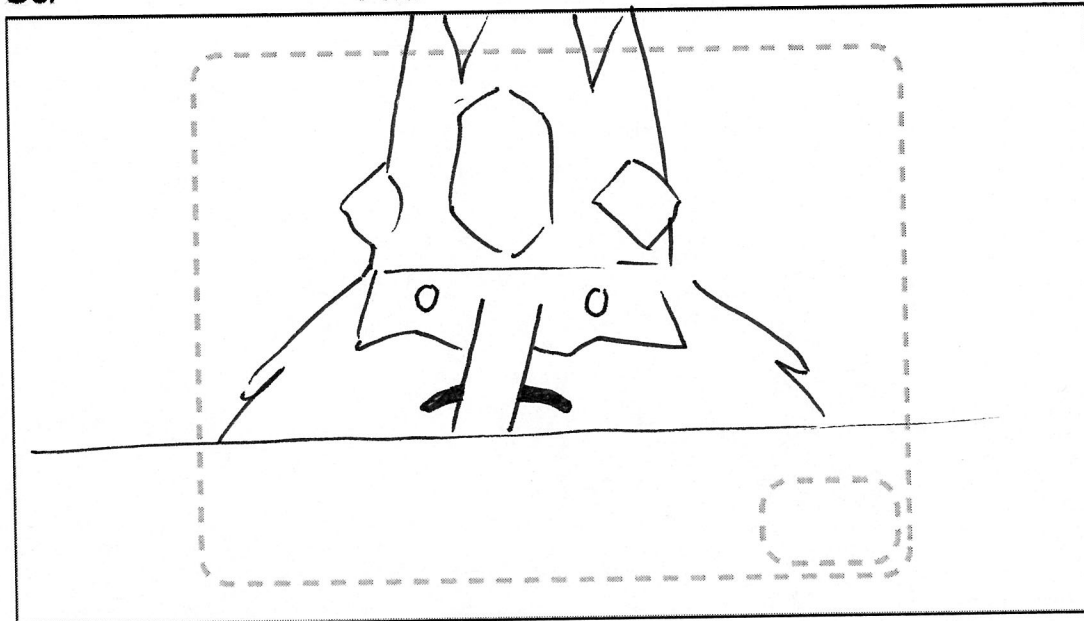


Sc. 196

Pnl. A

Bg.

day night



Dialog:

- BEAT -

(IK:) What? What is it?

Action:

Timing:

EPISODE #

Production :

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ADVENTURE TIME



Page 281

Sc. 197

Pnl.

A

Bg.

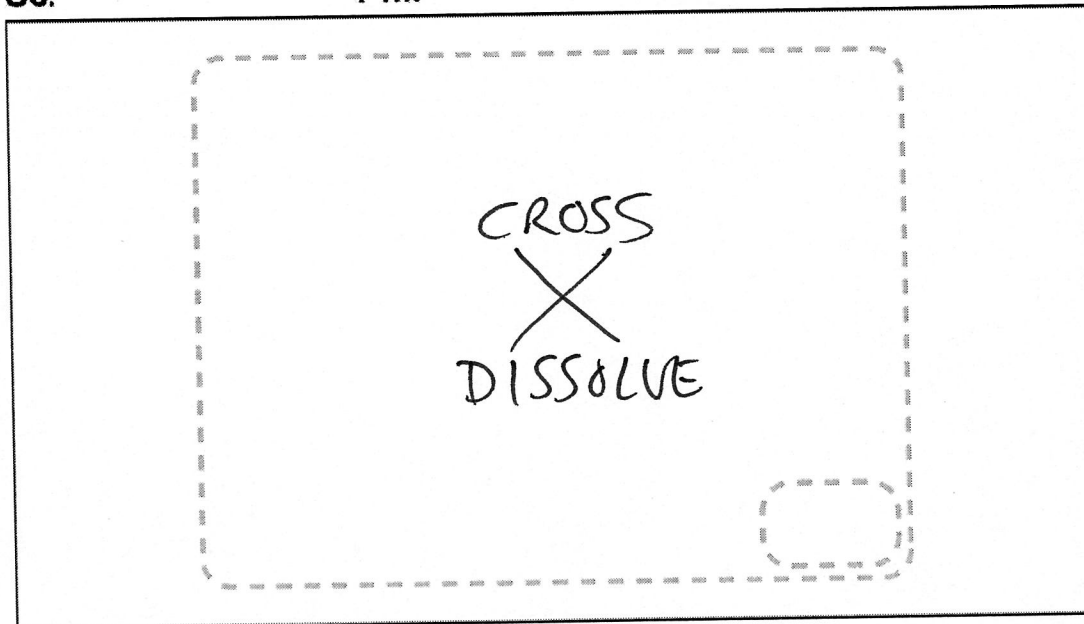
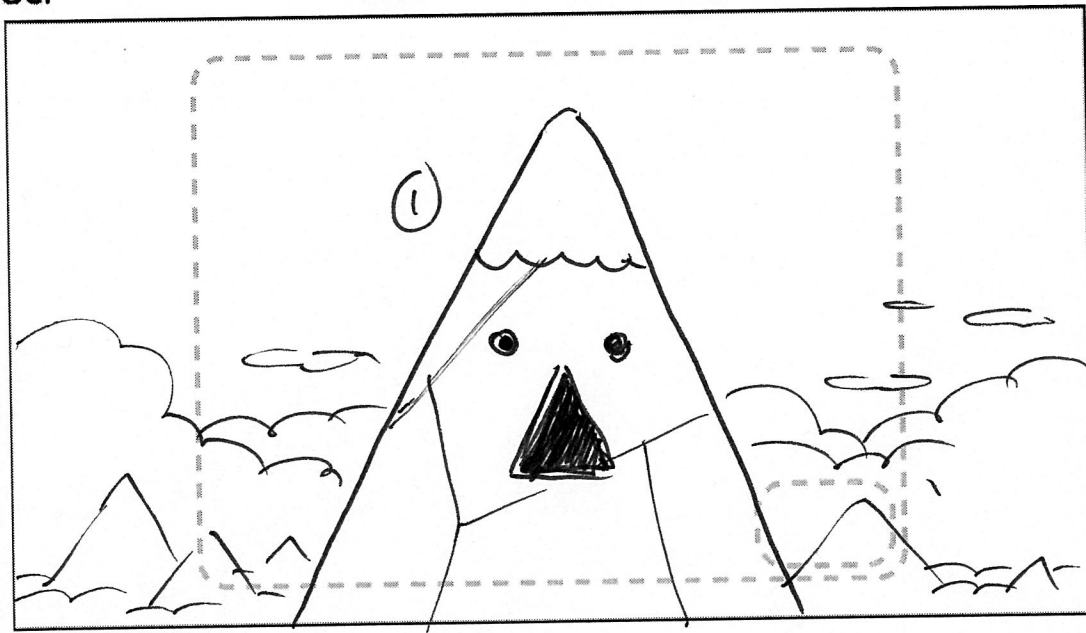
day night

Sc.

Pnl.

Bg.

day night



Dialog:

IK: OS something in my teeth?

Action: - Comet glints ~~in~~ in the sky.

Timing:

(2)



EPISODE #

Production :

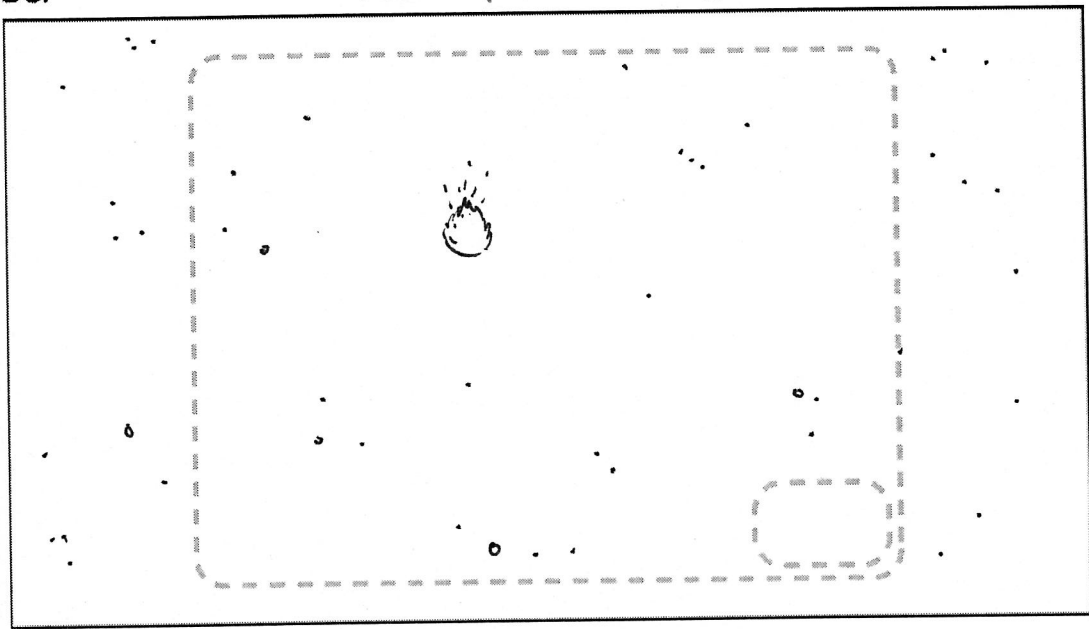
1U25-178

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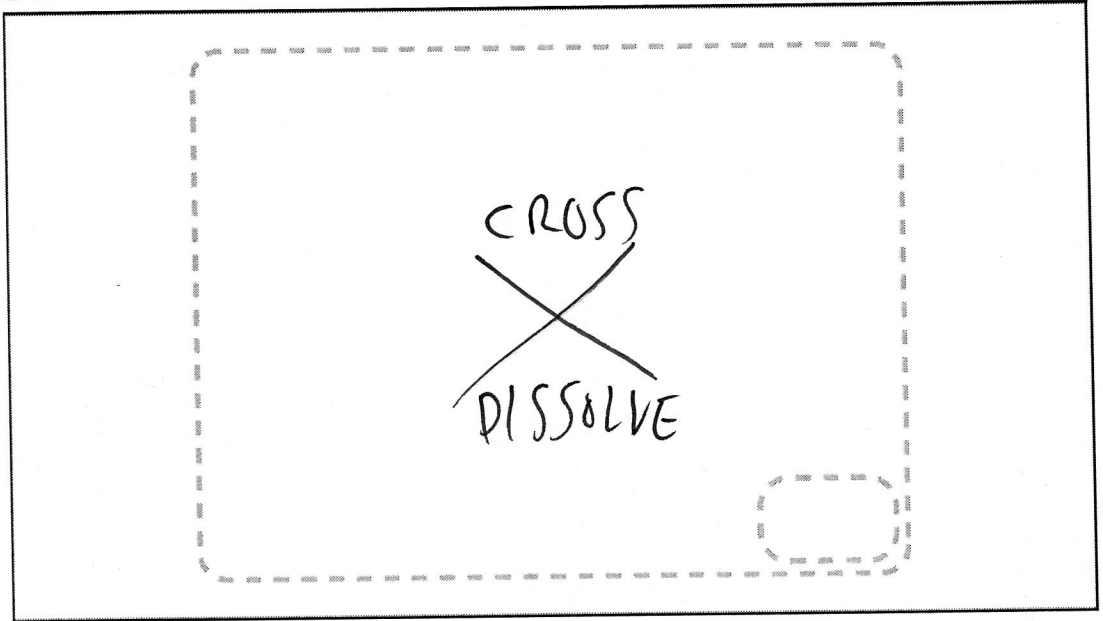
ADVENTURE TIME



Sc. 198 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:

(IK) (OS) Something in my hair?

Action:

Timing:

EPISODE #

Production :

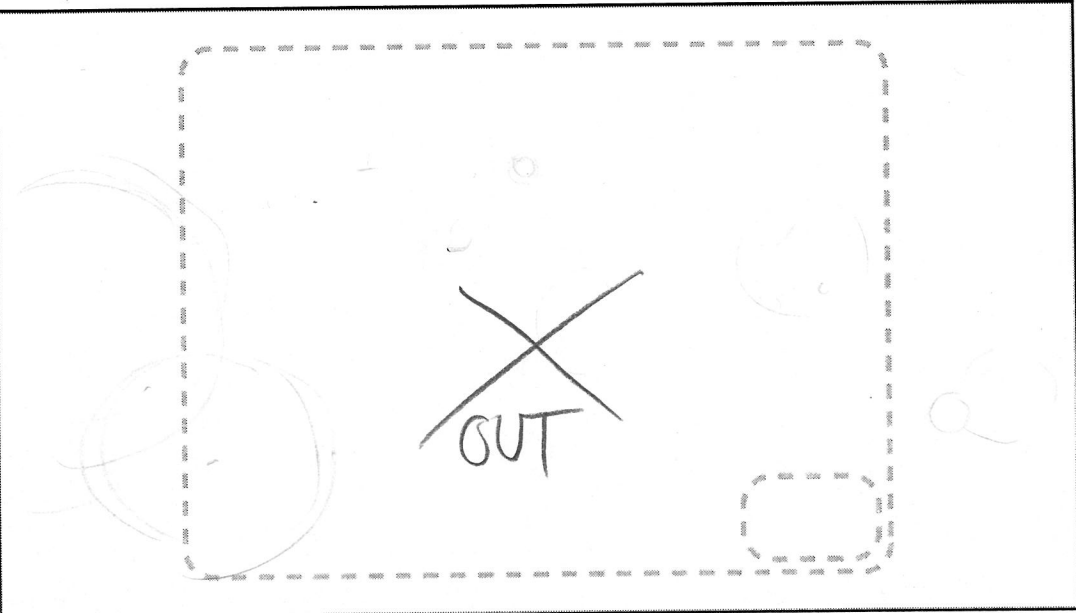
1025-178

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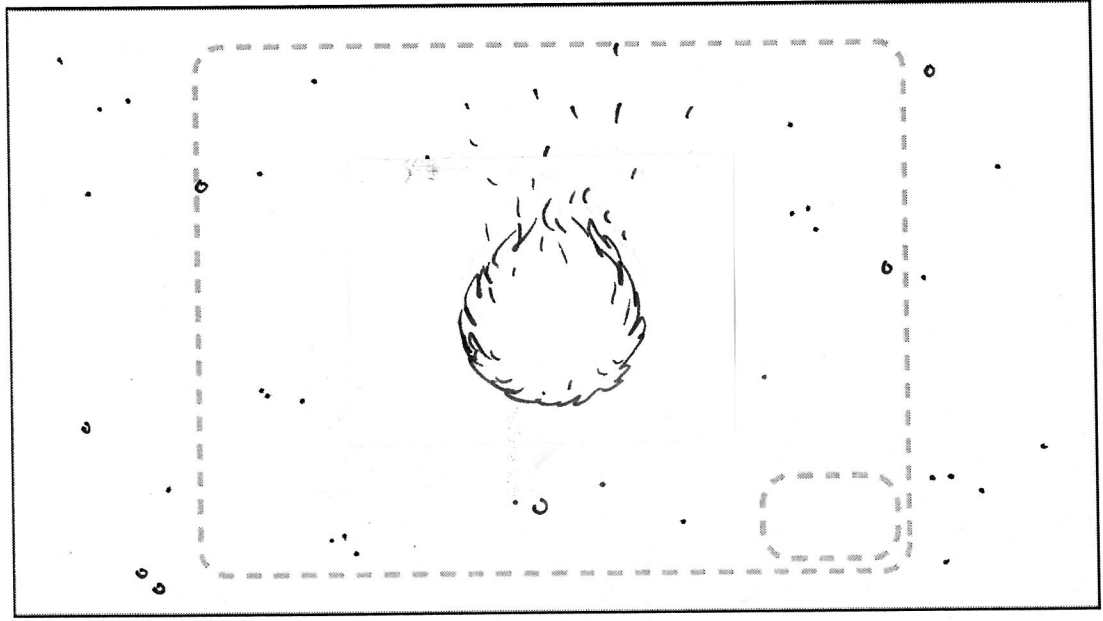
ADVENTURE TIME



Sc. Pnl. Bg. day night



Sc. A Pnl. 199 Bg. day night



Dialog:	(1k) (os) Something in my nose?
Action:	
Timing:	

EPISODE #

Production :

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ADVENTURE TIME



Page 284

Sc. 199

Pnl. B

Bg.

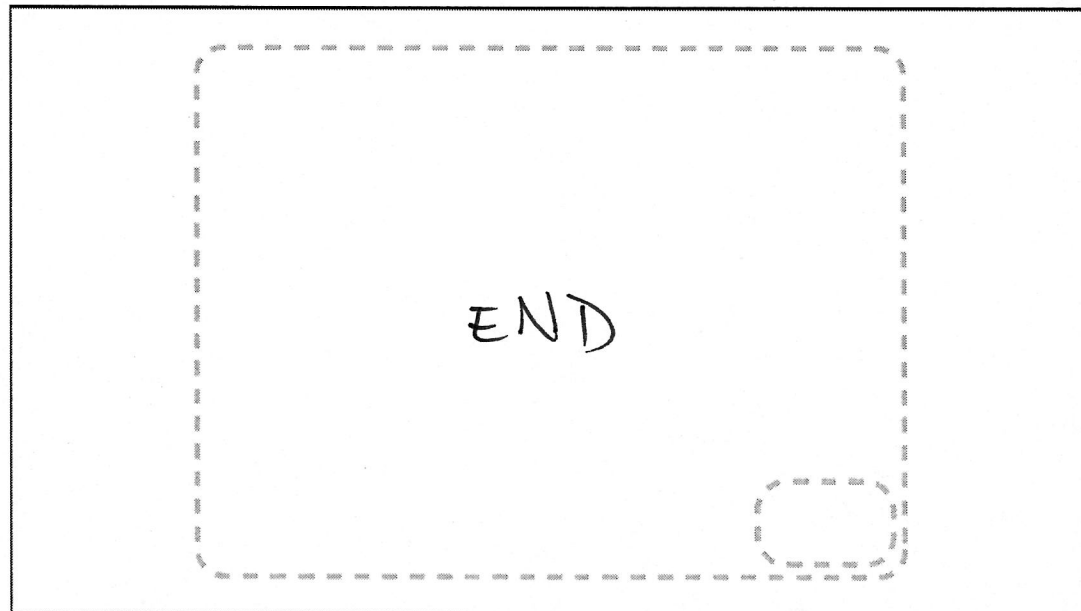
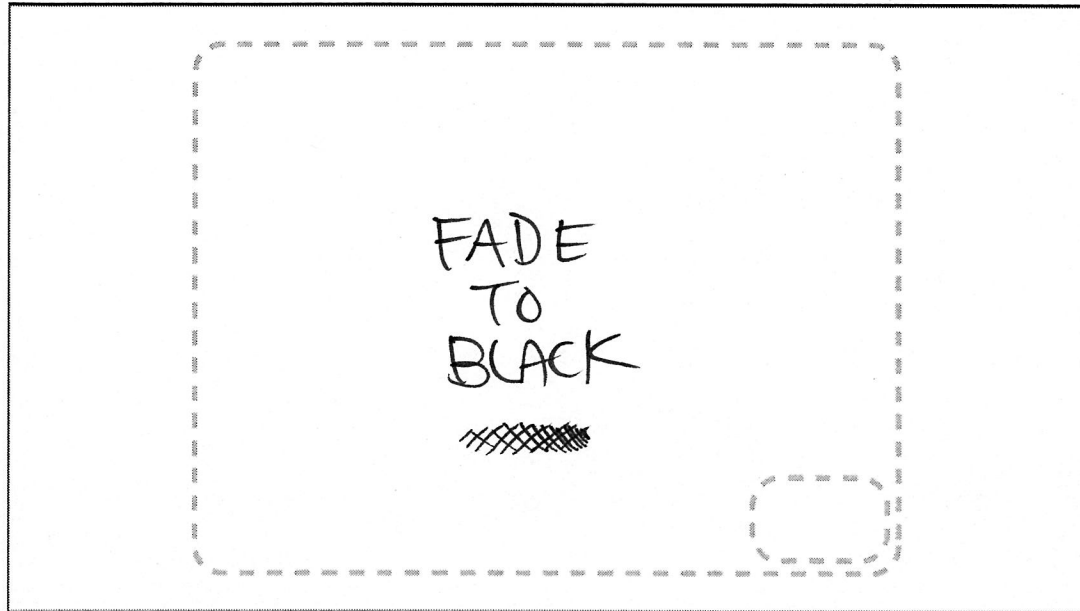
day night

Sc.

Pnl.

Bg.

day night



Dialog:

IK OS: Something... in.. my ear?

Action:

Timing:

EPISODE #

Production :

1025-178

